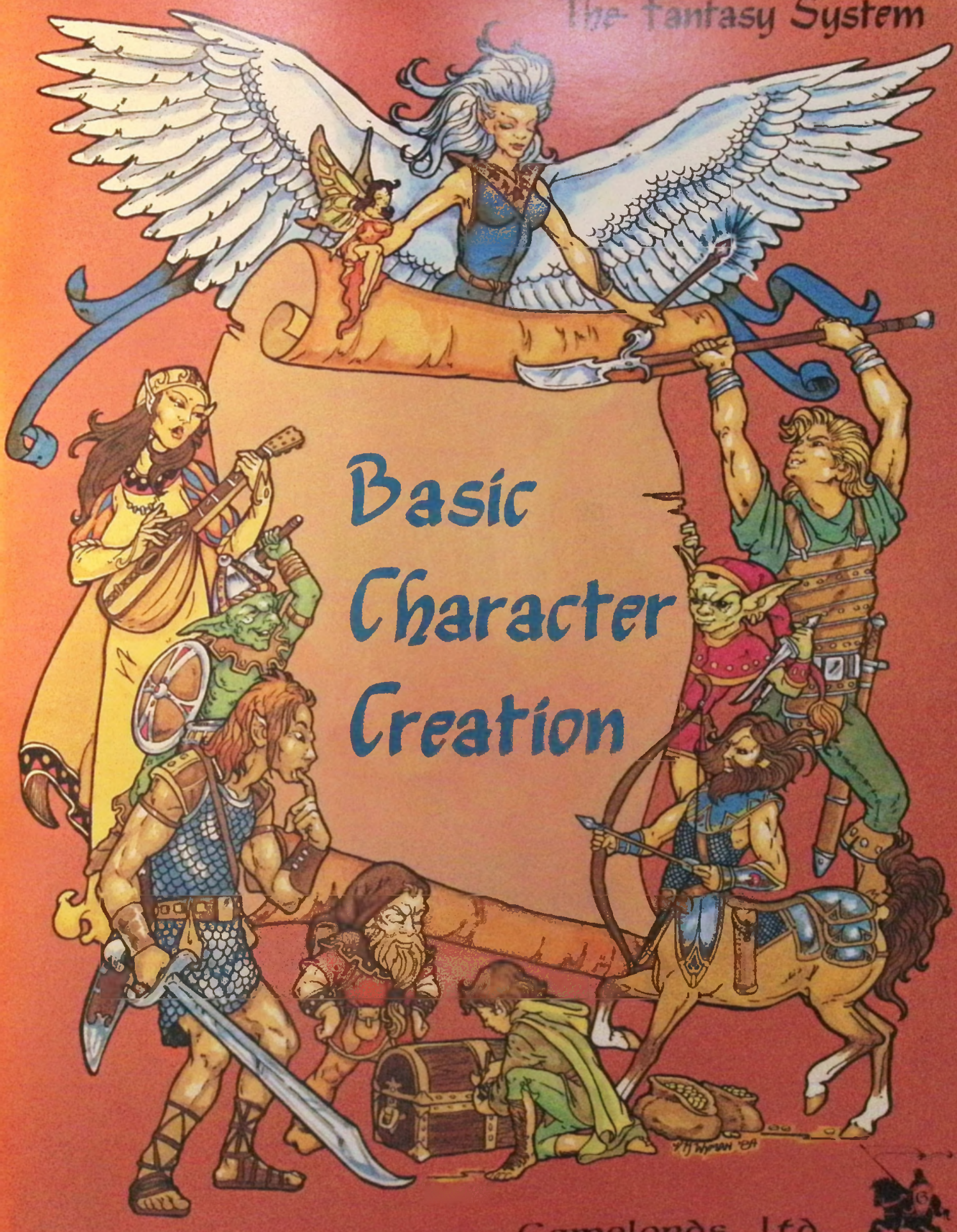
The Fantasy System



Basic Character Creation

Gamelords, Ltd.

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by

Richard Meyer

Kerry Lloyd

Michael Watkins

Art and Graphics by

V. M. Wyman

Hannah M. G. Shapero

Janet Trautvetter

Cover Art by V. M. Wyman

Layout by Michael Watkins

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INDEX OF KEY ABBREVIATIONS

Throughout the Thieves' Guild series, as well as the accompanying books in the Haven series, certain abbreviations are commonly utilized. The meanings of these various abbreviations are summarized below.

AC – Armor Class: represents the protective value of armor, shielding, and skin carried by a character or NPC

APP, AP – Appearance: a measure of the character's personal beauty or comeliness

BT – bit(s): a small coin made of iron; 10 BT = 1 CP

CDN, CO – Coordination: a measure of the character's dexterity, the ability to make correct deliberate physical movements

CP – copper piece(s): a small coin made of copper; 5 CP = 1 SP

D (3D6, 1D8, xDy, etc.) – Die: the number (x) of dice of (y) sides to be thrown while resolving a combat or particular situation

DSC, DN – Discretion: a measure of the character's common sense, memory, and ability to think clearly under pressure

EAC – Effective Armor Class: represents the total effect of skin or various armoring devices used or worn by beings, plus – in the simple method for resolving combat – dodging ability

FRP(G) – Fantasy Role Playing (Game): any of a general class of games using constructed or randomly generated characters to adventure in a make-believe medieval land of high fantasy

GM – GamesMaster: the referee or moderator of an FRP game; considered to be the "god" of the particular universe s/he has created, in which players adventure

GP – gold piece(s): a small coin minted from gold; coins usually weigh 100 to the pound; 1 GP = 10 SP = 50 CP = 500 BT

HTK – Hits To Kill: the amount of damage that a character can withstand before dying or becoming unconscious or comatose

HACØ – Hits Armor Class Ø (Zero): number that must be equaled or exceeded on the roll of 1D20 to strike an unarmored foe; an enemy's EAC and dodging ability are added to HACØ to get HP

HP – Hit Probability: the chances of striking an opponent

INT, IQ – Intelligence: a measure of the character's ability to learn and to profit from experience

MA – Movement Allowance: the number of hexes (normally 5' from side to side) that a character can move in one 15' melee round

MAG, MG – Magnetism: a measure of the character's charisma, attractiveness, sex appeal, personality, and/or leadership

MGR, MR – Magic Resistance: a measure of the character's innate ability to resist magic spells and other arcane effects

mr – melee round: 15 second span used to regulate the flow of play in combat; minutes and hours are used normally

REF, RF – Reflexes: a measure of the character's reaction speed, the time it takes to make instinctive movements

SP – silver piece(s): a small coin minted from silver; 10 SP = 1 GP

SR – Saving Roll: an attempt to accomplish a feat extraordinaire; this is usually tested by rolling 2D12 against a given requisite

STM, SM – Stamina: a measure of the character's ability to endure hardship or withstand wounds

STR, ST – Strength: a measure of the character's physical power, brute force

TAL, TL – Talent: a measure of the character's ability to use and/or understand magic

Basic Character Creation

Introduction

In a fantasy role-playing (FRP) campaign, individual players interact with each other and the world around them through the characters they create. The personal attributes, skills and trainings, and equipment that these characters possess are the only means by which the players may accomplish personal or group goals, or influence the course of campaign history. Consequently, the character creation system used to determine these abilities and talents has a great amount of influence on the course of play, and on the level of involvement that the player can attain in the campaign. We at Gamelords believe (with all our customary modesty) that you are currently clutching in your hands the most intriguing and complete set of rules for character design and development yet produced.

The three portions of the **Fantasy System** (**Thieves Guild**, **Naked Sword**, and **Paths of Sorcery**) all employ the same basic character creation system. The process of creating a character using these rules is intentionally a fairly detailed one, emphasizing player choice rather than pure die-rolling skill. During this process, players will generate a wide variety of background information about their character, including his/her social and family background, level of training in weapon and non-weapon skills, and identification of inborn abilities, in addition to establishing his/her basic physical and mental capabilities. The end result of these efforts is a comprehensive character profile that should greatly aid the player in identifying with his/her character and establishing a creative and consistent role-playing personality.

The **Fantasy System** character creation rules are, of course, primarily designed for use by players seeking to generate new characters for use in a **Thieves Guild** or full **Fantasy System** campaign. Many experienced role players, however, may want to convert or adapt existing characters from other FRP systems (e.g., **Dungeons and Dragons®**, **Chivalry and Sorcery™**, **Runequest®**, etc.) into the **Fantasy System** format.

The Races of the Fantasy System

The first decision a player makes in creating a character is to select its racial background and sex. This is both an important and difficult choice, for there are a profusion of racial types to choose from, and each has its own special mix of strengths and weaknesses to recommend it. Many intelligent races share the world of Sawreven with the nations of humankind, including creatures of myth, legend, and the pages of epic fantasy, and two races totally unique to the **Fantasy System** universe. Players may even choose to portray creatures normally reserved only for non-player characters (including such traditional nasties as kobolds, orcs and goblins). A character may be a male or female member (reguardless of the player's own sex — a little creative role reversal never hurt anybody) of any of the following races (abbreviations indicated in parentheses are used in reference tables throughout **Fantasy System**, **Thieves Guild**, and the **World of Haven** series of campaign aids):

Human (HU)	Centaur (CE)	Half-Orc (/O)
Elven (EL)	Pixie (PX)	Goblin (GO)
Half-Elf (/E)	Kobold (KO)	Avanthari (AV)
Dwarven (DW)	Orc (OR)	Krindorean (KR)
Hobbit (HO)	Uruk Hai (UR)	

Each of these racial types is described briefly below, to provide the player with some basic guidelines about each race's culture, general personality, and gaming advantages and disadvantages, and assist him/her in making an appropriate selection. Players should note, of course, that these descriptions are based on a more or less "average" specimen of a race, and that individual characters may diverge significantly from the norm.

HUMANKIND is by far the most populous intelligent race on the known world's face, comprising well over half of the civilized inhabitants of Telluria, the central continent of Sawreven, where civilization has attained its fullest flower. As an overall species, humankind is aggressive and expansionistic, and ever willing to explore new phenomena (whether technological, natural, or arcane) in its quest for knowledge — and the power that goes with it. As on our Earth, mortal men and women come in a vast (and often stupefying) assortment of personality types — everything from Conan the barbarian to Conrad the librarian. Humans possess no special physical or mental powers or sensory advantages to aid them in their adventuring careers, but also receive no major penalties to these characteristics. Furthermore, their very commonness in society is in itself often a significant benefit, generally enabling them to travel freely and to obtain access to almost any kind of knowledge or training they seek. This latter benefit entitles humans to additional non-weapon training opportunities. Human characters are also likely to find the avenues of political influence, trade and commerce, and military leadership more open to them than other races, given the dominance of human governments and customs on Sawreven. They are equally well-suited for any of the major character classes — fighter, wizard, or thief.

The ELVEN race is divided into three basic kindred — the Sylvan (wood elves), Sindarin (grey elves), and Noldorin (high elves). Each possess slightly different capabilities and greatly differing lifestyles. Players determine the kindred of an elven character by rolling a D10 at the outset of the character creation process:

1-6 = Sylvan
7-9 = Sindar
10 = Noldor

The Sylvan are the most physically robust of the kindred, and have traditionally had the most frequent (albeit not always cordial) contact with human society; the Noldor, at the other end of the spectrum, have remained the most aloof from civilization, possessing a high affinity for magic and a finely-chiseled delicacy and comeliness. The male and female elves of the Sindarin have evolved a knowledge of ship and sea, as well as the woodland lore that all three kindred share; they are also the kindred most able to adjust to the faster pace of human cities and life.

Elves in general seem to prefer a pastoral existence, living among the forests of Sawreven in relatively small, loosely confederated enclaves. Many have little interest in commerce or personal fortune and power, seeking instead (particularly in their later years) to attain an inner harmony with the forces of nature. Nonetheless, elves with a capitalistic or roguish bent are not uncommon, particularly among the Sylvan and Sindarin, and a significant number spend at least a portion of their lives among human society. It is rumored that elves who embrace the pleasures of "civilization" eventually lose touch with their inner souls and become mortal; if this is true, however, they still remain incredibly long-lived by any human standard.

All elves receive a bonus of 1 to their basic hit probability (HACØ) with swords and bows, and have a base 30% chance of sensing the presence of secret doors and panels and a 60% chance of locating same through a detailed search (1 minute for each 5 foot square area investigated). Elves possess hypervision and better than average hearing; they are virtually immune to disease and age at an almost undetectable rate (though they can be killed in combat or by misfortune). Elves also receive bonuses when attempting to acquire training in woodland skills. Elves (particularly the Noldorin) are among the most adept racial practitioners of the arcane arts; as warriors, they are usually better suited to becoming Archers or Foresters than front line combatants. Elven thieves, though not unusual, will tend toward the subtler forms of crime, such as cat-burglary, and will normally not kill without grave need.

HALF-ELVES are the product of interbreeding between elves and humans; in such unions there is a 60% chance that the father (from whom sensory abilities are inherited) was human. Half-elves receive a limited base ability to sense (20%) and search for (40%) secret doors. The life expectancy of a half-elf tends to average about 10-60 years more than a normal human, and they receive a 20% increase on normal healing rates for damage or disease. Half-elves may generally choose to follow either a human or elven lifestyle, although the latter race will tend to accept a half-breed somewhat more grudgingly into their ranks.

DWARVES are a short (4 to 4-1/2') sturdily built people, a proud artisan race who rejoice in the crafting and owning of fine items of iron, silver, and gold. It is this love of wealth that brings them out of the immense underground complexes they inhabit and into contact with other parts of civilization, as merchants, traders and craftsmen, and often as fighters and thieves. It is said (and with good historical justification) that a dwarf will attempt almost any task, however hopeless it seems, if the price is right; and their pervasive greed is legendary world-round. In general, however, most dwarves also possess a strong (some would say bullheaded) sense of honor, and few will welsh on an agreement fairly made — though they are likely to interpret the letter of that agreement to their best advantage whenever possible.

Dwarves are a long-lived race (average lifespan of 200-250 years), who have spent the last several centuries in more or less continual conflict with goblin tribes over control of the more richly endowed subsurface areas of Telluria. Dwarven tribal units tend to be very close-knit and clannish, with an organized ruling class that is a mixture of hereditary nobility and craft guild influence (players may determine the tribal affiliation of their characters by rolling a D6: 1 = Stone; 2 = Iron; 3 = Mountain; 4 = Deep; 5 = Lowland; 6 = Gold; kinship bonds tend to be strong, though relations between tribes may often be strained). Much of dwarven social structure is linked to the relative paucity of females (male offspring have outnumbered females by 4-5 to 1 for a score of centuries or more). This imbalance has caused female dwarves to be overprotected and sheltered by their families, and turned them into a commodity of immense political and economic importance; meanwhile, the males of the species, in order to prove themselves worthy of a bride, often leave their tribal steadings to seek their fortunes in the upper world.

Dwarves receive an automatic 30% bonus to their ability to sense the presence of traps in their vicinity; they also have a 50% base chance of detecting secret doors or other unique construction features in a man-

made cavern or other stonework. They receive a bonus of 1 to their basic hit probability (HACØ) when using axes or hammers, and possess hypervision. Dwarves also receive training bonuses in a number of artisan fields. On the negative side, dwarves have a deep and abiding hatred of horses, and few will even abide riding a mule for an extended period of time; they are also not fond of water, and will avoid such activities as boating or swimming in anything except a life or death situation. It is also difficult for a dwarf to coexist peaceably with goblins (and vice-versa); any party containing both will likely live with the constant threat of an outbreak of internecine violence.

Most dwarves make better than average fighters, and many become Warriors, Archers, or even Berserkers. They also make excellent all-purpose thieves, as they are reasonably stealthy, and also possess the strength and weapons ability to act as highwaymen or assassins (though it may not be wise to let them carry the loot). Dwarves can and do become mages, but long exposure to the powerful enchantments of the goblin sorceresses have made many leery of matters arcane; those dwarves who do pursue such a career often become Enchanters of magical artifacts rather than spell-casting wizards.

HOBBITS are the spiritual descendants of the small furry-footed race described in Tolkien's Lord of the Rings trilogy. They generally reside in small villages in the vicinity of good agricultural land, governed by a small cadre of elected civil officials. They are for the most part not an adventurous people, content to remain at home and hearth (but willing to defend that home with surprising tenacity if need be). Some few among their numbers, however, do get the itch to go wandering, and make their way across Sawreven in a variety of occupations. Hobbits have an immense fondness for food, drink, and pipeweed, all of which they will consume as many times a day as possible; even when adventuring, they will carry a well-stuffed pack and seek to ensure that their creature comforts are well cared for.

Hobbits receive a bonus of 3 to their basic hit probability (HACØ) when using any type of thrown missile weapon (slings, knives, bolos, etc.). They are also naturally adept in a number of thieving skills. Hobbits, like humans, do not possess hypervision, but they have excellent hearing (and can sense the aroma of food at incredible distances). They will generally get along well with almost everyone in a mixed party, but because of their small stature and generally non-aggressive nature, they will seldom assume any sort of leadership role within such a group. Hobbits are in many ways quintessentially suited for the thief's role, for they have survived for centuries by alertness and stealth, and often find themselves doomed if stealth fails and they are caught up in hand-to-hand combat. Hobbit fighters will almost always be Archers, and will be uncommon in any case. Few hobbits will have the Talent to become magic-users, though the race receives some compensation for this failing in its above average resistance to magic.

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Centaurs receive a bonus of 2 to their base hit probability (HACØ) when using bow weapons (legend has it that the bow was originally developed by the centauri). They may also move at almost twice the speed of a man, and possess an above average sense of daytime sight and smell. Most centaurs will be best-suited to be fighters, either close or long-range; as thieves, they are severely limited in the types of "jobs" they can undertake, but can make excellent highwaymen or armed robbers (complete with their own getaway car). Centaur mages may find their spell-learning capabilities somewhat constrained, but may otherwise prove quite powerful, especially in the practice of natural magic.

PIXIES are small (only 18-24" tall) intelligent (though some would dispute this) winged creatures who have descended from insectoid life forms. Their acrobatic flying skill and diminutive size make them highly manueverable; they are also extremely difficult to hit — which is often fortunate given their propensity for inciting normally reasonable men to wild fits of rage. Pixies may at times become distracted from their assigned duties, and are prone to spreading tall tales about their exploits and abilities (all in a voice reminiscent of a mixmaster running at high speed). Nonetheless, pixies do deeply treasure the com-

panionship of other races, and will often seek to make amends for such mistakes in their own unique (and sometimes bizarrely successful) way.

Pixies receive an automatic +1 Dodge bonus to their effective armor class while on the ground, and a +3 while airborne (reflex bonuses are added to the above figures). They possess enhanced senses of smell and taste, though their sight (day and night) tends to be poor. On the negative side, pixies also suffer a 25% penalty to their general credibility (due to their well known tendency toward exaggeration), receive reduced training opportunities, and have a very limited carrying capacity (5 lbs or less) while in flight. Pixie warriors, in any sort of fighting between mixed parties, are likely to earn little but an early grave. Many possess high magical talent, though they will tend to be limited by other characteristics in the levels of power they can attain. As thieves, pixies can often make a valuable contribution to a party, provided that they are carefully watched to keep their minds on the business at hand.

KOBOLDS are postulated to be a form of degenerate hobbit, of similar stature but with a mottled greenish-brown complexion, pointed ears, and a generally leaner physique. Kobolds tend to inhabit lesser endowed underground complexes, ruins, or the sewers and tenements of major cities, and breed like wildfire (a racially fortunate phenomenon, given their high fatality rate). A kobold views the "borrowing" of the possessions of others to be his natural birthright, and possesses the skills at sneaking, skulking, thieving and backstabbing necessary to accomplish such acquisitions. However, since all the world's other races are painfully aware of their habits, kobolds are universally distrusted and watched with a jaundiced eye whenever and wherever they appear. Kobolds tend to be flamboyant dressers (many claim that kobold is the dwarven word for "bad taste"), and are capable of committing senseless acts of vandalism with minimal provocation. By a long and hallowed (at least among themselves) tradition, young kobolds are not named at birth, and instead must earn a name from their peers on the basis of their exploits (a ritual that often proves to be the major event of a kobold's life, and more than occasionally the source of his premature demise).

Kobolds have hypervision and a heightened sense of hearing and smell; their daylight vision is normally poor. They receive a bonus of 1 to their base hit probability (HACØ) when using thrown weapons or daggers, and bonuses to a variety of thieving skills involving stealth or manual dexterity. Kobolds, like pixies, receive a 25% penalty to general credibility and reduced training opportunities; they also generally lack the discretion to resist most temptations (no matter how hazardous their attainment may appear). Almost all kobolds are thieves of a sort, but kobold magic users are not uncommon (though they will tend to be rather capricious and unpredictable in the use of their powers). There are very few kobolds in the fighting professions (they're too disorganized and chaotic to initiate their own wars, and who would be foolish enough to conscript them?); those few who become warriors will usually be Archers.

ORCS are similar to humans in height and weight, though they tend to have wolfish facial features and mean-spirited dispositions. Some legends contend that they are "fallen" descendants of the elven kindreds, punished by the gods for their evil deeds with the loss of their immortality. Whatever the truth of these legends, the orcish peoples are largely outcast from mainstream society and do tend to blame the elves for their plight. Orcish territory tends to consist of lands that few others want — rough and mountainous terrain marginally suited for farming and grazing, and often cohabited by dangerous creatures of prey. Within these lands, orcs will normally organize into tribal clans of 40-400, usually identified by some sort of totem animal; internecine squabbling between clans is exceedingly common, and is another primary cause of the generally poor standard of orcish life. Orcish lore holds that one day, a Radisha (the Great General) will arise from among them and unite the clans in victorious conquest of all who have opposed them. In the absence of such a figure, the orcish lust for vengeance has lured them into the service of many a powerful tyrant or sorcerer seeking a similar dominion (usually with ultimately disastrous results).

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The URUK-HAI are an interbred strain of the orcish peoples, aimed at producing an elite warrior class. The experiment was primarily successful, as the Uruks are much larger and stronger than their kindred, and generally resourceful in the arts of battle; unfortunately, the Uruks also seem to have acquired most of the personality weaknesses of their brethren to

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Orcs possess hypervision, but are otherwise unexceptional in terms of sensory or special abilities. Most orcs are short-tempered and extremely distrustful of other races; in mixed parties, they will attempt to follow the social rules that apply to daily clan life — bullying anyone physically weaker than themselves, deferring (albeit through an irritating mixture of whining and groveling) to those who are stronger, and frequently squabbling to find out which is which. As a result of the above, few mixed parties will willingly accept them into their ranks to begin with, and players wishing to portray such characters may find it easiest to assemble a complete party of orcs. Orcs can make reasonably good fighters or thieves, though they are prone to morale problems until the party has proven its ability during a crisis. There are relatively few orcish mages, due to the substantial penalties both males and females receive to Talent and Intelligence.

The URUK-HAI are an interbred strain of the orcish peoples, aimed at producing an elite warrior class. The experiment was primarily successful, as the Uruks are much larger and stronger than their kindred, and generally resourceful in the arts of battle; unfortunately, the Uruks also seem to have acquired most of the personality weaknesses of their brethren to

an even more intense degree. Uruk-Hai are terrible bullies, especially when it comes to ordering around their smaller cousins, and will often take violent offense to the slightest inconvenience. However, Uruk-Hai will give a grudging respect to those who have proven their competence as warriors, and those who serve in mixed companies of warriors have generally learned to act in accordance with prevailing mercenary codes of honor. An Uruk who feels himself aggrieved, however, may often seek redress by challenging his enemy to a duel (a very serious and often mutually fatal proposition, especially bearing in mind the first cardinal rule of the Uruk duelling code — "There ain't no rules!").

Uruk-Hai are roughly 6-9" taller and 50-100 pounds heavier than their orcish brethren. They also possess hypervision. Because most Uruks are schooled in military matters almost from birth, they receive additional weapons training points, but suffer reduced training opportunities in other fields. Virtually all Uruk-Hai are best suited to be fighters, and many group into small mercenary companies. Those Uruks who turn to thieving will function best as highwaymen or alleybashers, as they lack the stealth and patience necessary for other types of criminal activity. Like orcs, there are relatively few Uruk wizards; those who are suited for arcane study will almost always specialize in battle magic.

HALF-ORCS are the products of orcish-human matings, which usually occur as a result of a forced union (orcish-elven forced couplings are also not uncommon, but the combination is apparently sterile). There is a 90% chance that the male in such a union is orcish; if so, the offspring will often find himself outcast by his human family at an early age. Many half-orcs develop a deep resentment toward orcs as a result of the experiences of their youth, even though the latter are often the only ones who will willingly accept them. Half-orcs tend to be very hirsute and darkly complexioned, with a mildly animal cast to their facial features; most would find it difficult (though not impossible) to pass themselves off as full humans. Like half-elves, half-orcs inherit sensory abilities from their father's race. Like orcs, half-orcs are best suited to be fighters or thieves, and will likely suffer the distrust of their associates regardless of their chosen profession.

GOBLINS are a short (about 3-1/2 to 4') wiry race of underground dwellers with greenish skin, large pointy ears, and an absolute absence of facial or body hair. For millennia, goblin tribes have battled with dwarves for supremacy of the subsurface world (largely on the losing end); members of the two races share a deep mutual enmity and will seldom willingly cooperate with each other, unless forced by life or death circumstances. Goblins have a basically matriarchal society, which has evolved largely as a result of the high magical abilities possessed by many females of the species; most large groups of goblins will have a female leader or director. Goblins are generally far less individualistic than their dwarven counterparts, and exhibit a high degree of organization and a fairly strict caste structure. Though male goblins (the more muscular, but largely magically unskilled, portion of the breed) are prone to blustering about their prowess to anyone who will listen, they usually have the sense to defer to their chosen leader in times of crisis. Both male and female are by nature cautious and conservative in taking action; nonetheless, constant population pressures have forced most goblin tribes to pursue expansion of their territories whenever possible (and have provoked most of the major dwarven conflicts). Goblins will seldom venture into the aboveground world without a definite purpose, for their eyes and skin are extremely sensitive to direct sunlight. While no match for dwarves, goblins are also skilled in the crafting of stone and metal, and do trade with human civilizations on a somewhat irregular basis.

Goblins have thick skins which offer a degree of natural protection from attack (treat as armor class [AC] 2 if unarmored, or add 1 to the effective armor class of an armored goblin). They possess hypervision and an above average sense of smell, but have very poor daytime sight. Goblin males generally become members of the fighter or thief classes, while those females with high Talent tend to devote themselves to learning the magical arts. Regardless of class, however, goblins are most effective when operating in tight, enclosed spaces; they will often become tentative in their tactics when confronted with the wide-open spaces of a city or wilderness area.

The AVANTHARI (or "Winged Ones", in the high elvish tongue) are a strange and exotic race of creatures, quite short of stature and slight of build, with a heavily muscled torso and a large keelbone that supports a pair of magnificent white-feathered wings. The story of their origin is the subject of both scholarly and barroom debate, but it is generally agreed that the avanthari were somehow descended from the elves whose facial features they resemble, back in the elder days of the World when godlings walked the earth and shaped it in their image. By nature, the avanthari are inquisitive and curious creatures, always anxious to learn what is beyond the next ridge or sea; this has led them to an essentially migratory form of existence. Avanthari dwelling places tend to be loosely structured collections of structures set into the sides of steep hillsides or seaside cliffs, with a highly transient population.

An avanthar's wings are obviously his/her most prominent special feature. Fully extended, their wingspreads measure 16-20 feet across; the wings themselves are long and narrow, designed primarily for gliding rather than powered flight. Avanthari cannot sustain a flapping motion for more than a few moments, but can ride thermal currents for hours at a stretch without tiring. They are extremely nimble and quick while airborne, and have good hearing and incredibly keen day and nighttime sight, making them extraordinarily useful as scouts or messengers. Most avanthari also possess a natural flair for business and trade, and many finance their wanderings by becoming merchants or traders (on either land or sea, as many learn to sail where they cannot fly). As fighters, most are best suited to be Archers; as thieves, their wingspans tend to restrict them to crimes that can be carried out in the open air, but they can be particularly effective as part of a highwayman group, or as a means of conveying loot (if not too heavy) from the scene of a crime. Avanthari have average aptitude for magic use, but tend to be more susceptible to its effects than most other races.

KRINDOREANS are the spawn of an ancient mating between humans and hill giants; they average 7 to 9 feet in height, 300-450 pounds in weight, and are truly a fearsome sight to behold, grim-visaged creatures with long and unkempt manes of reddish-brown hair. To a great extent, the Krindorean's frightening appearance has become a self-fulfilling image — for although most Krindoreans are not violent or warlike by nature, humanfolk have either feared and sought to drive them away from their civilizations, or looked upon them as possible protectors of home and hearth. Thus those Krindoreans who enter human society almost always wind up becoming warriors of some sort. Krindoreans tend to speak little, due in no small part to the fact that they have great difficulty retaining any sort of sizable vocabulary (more than 500-1000 words) in any non-native tongue; yet this tends to add to their imposing mystique, and causes some humans to attach great import to their most simplistic pronouncements.

Though relatively long-lived (150-200 years), Krindoreans have never been a populous race, and they appear (for a creature of their size and general constitution) to be surprisingly susceptible to disease and illness. Like giants, their skins are exceedingly thick and difficult to penetrate (giving them a natural armor class of 3, and adding 2 to AC when armored); most will travel unarmored, due to this natural protection and the high cost of having armor specially constructed for them. Their great strength and stamina usually give them substantial damage bonuses with weapons or bare hand attacks and increase the level of damage they can withstand in battle; yet their large bulk reduces their ability to dodge the blows of others, and causes them to suffer a penalty of 1 to basic hit probability (HACØ) when battling human or smaller foes.

As previously noted, almost all Krindoreans in human society will become fighters of one sort or another. Most tend to use large smashing weapons like oversized maces or clubs, and many become Berserkers (capable of striking fear into foe and friend alike while lost in battle frenzy). As thieves, Krindoreans also make pretty good fighters — useful help as highwaymen or muggers, but totally unequipped for the subtleties of other crimes (i.e., many Krindoreans believe that the best way to pick a man's pocket is to remove the entire pocket). Krindoreans are exceedingly superstitious and fearful of the supernatural, including magic — this is probably just as well, since not more than a handful of their entire race has ever had the intelligence and magical talent to learn such skills.

Character Attributes

Once a character's race and sex have been selected, players begin the character creation process by rolling 3D6 (3 six-sided dice, added together) ten times, to obtain values for each of the ten basic character attributes described below (abbreviations indicated in parentheses are commonly used throughout these rules whenever character attributes are referenced):

1) STRENGTH (STR) — Defines a character's ability to perform acts of brute force, such as bending metal bars, lifting and carrying large objects, or shoving open a jammed door. STR also defines the ease with which a character may wield various types of weapons, and influences the amount of damage done by a successful blow.

RACIAL ADJUSTMENTS

Race	SEX	STR	CDN	REF	STM	DSC	IQ	TAL	MGR	MAG	APP
Human	M	–	–	–	–	–	–	–	–	–	–
	F	-3	+1	+1	+1	+1	–	–	-1	–	+2
Elf, Sylvan	M	-1	+1	+1	-1	-1	–	–	+2	-1	+2
	F	-4	+1	+2	–	–	–	–	+2	-1	+4
fElf, Sindar	M	-2	+1	+1	-1	-1	–	+1	+2	-1	+2
	F	-5	+1	+2	–	–	–	+1	+2	-1	+4
Elf, Noldor	M	-2	+1	+1	-3	-2	–	+3	–	–	+3
	F	-5	+1	+2	-2	-1	–	+3	–	–	+5
Half-Elf	M	-1	–	–	-1	–	–	–	+1	–	+1
	F	-4	+1	+1	–	–	–	–	+1	–	+3
Dwarf	M	+1	+1	–	+3	-2	-1	–	+2	-4	-3
	F	-2	+1	+1	+3	–	-1	–	+2	-4	-5
Hobbit	M	-4	+2	+2	-1	+2	–	-4	+2	-2	+1
	F	-6	+3	+3	–	+3	–	-4	+2	-3	+3
Centaur	M	+4[a]	+1	+2	+1	-3	-2	–	-1	-1	-1
	F	+1[a]	+2	+3	–	-2	-2	–	-2	-1	+1
Pixie	M	-6	–	+5	-4	-4	-3	+3	+6	-6	–
	F	-6	–	+6	-5	-4	-3	+3	+6	-6	+1
Kobold	M	-3	+1	+1	-2	-6	-1	+1	+2	-4	-3
	F	-5	+2	+2	-1	-4	-2	+1	+1	-5	-2
Uruk-Hai	M	+2	-1	–	+3	-2	-2	-2	+1	-1	-4
	F	-1	–	+1	+3	-1	-2	-2	–	-2	-4
Orc	M	-2	-1	+1	+2	-4	-2	-3	+2	-3	-5
	F	-5	–	+2	+2	-3	-2	-3	+1	-5	-5
Half-Orc	M	–	-1	–	+1	-2	-1	-1	+1	-2	-3
	F	-4	–	+1	+2	-1	-1	-1	–	-3	-1
Goblin	M	-2	+1	+2	–	+2	-2	-3	+3	-4	-3
	F	-4	+1	+1	-1	+3	–	+3	-2	-5	-2
Avanthari	M	-3	+2[b]	+2[b]	-4	+3	–	–	-1	–	+2
	F	-5	+3[b]	+3[b]	-4	+4	–	–	-1	-1	+4
Krindorean	M	+5	-4	-4	+5	-4	-4	-6	–	-2	-3
	F	+3	-3	-3	+4	-3	-4	-6	-1	-3	-6

Notes: a — Subtract 2 from indicated STR ratings when measuring damage from hand-held weapons.
b — Subtract 1 from indicated CDN and 3 from indicated REF ratings when character is not airborne.

2) COORDINATION (CDN) — Measures a character's manual dexterity, and his ability to perform calculated physical movements. CDN influences a character's ability to hit a foe with a fist or weapon, his chances of performing acts of manual manipulation like juggling a ball or picking a lock, and also determines whether a character can successfully perform planned actions such as hooking a grapnel onto a ledge, running across an icy rooftop, or leaping aboard a moving wagon.

3) REFLEXES (REF) — Measures a character's agility and ability to react instinctively to avert crisis situations. REF determines a character's ability to dodge or deflect blows and defines his/her ability to react quickly to leap out of the way of a moving vehicle or falling object, grab hold of a ledge, rope, or branch to avert a fall, or dodge away from a sprung trap.

4) STAMINA (STM) — Defines a character's overall physical constitution and his powers of endurance under stress. STM measures a character's ability to withstand damage from any physical source, including disease, wounds from enemy blows, poisons and venoms, etc. (note, however, that MAGIC RESISTANCE — described below — is used to determine the character's susceptibility to damage from magical spells and artifacts). STM can also affect a character's carrying capacity, and limit the amount of time that a character can perform certain physically exerting acts — like running, swimming, or climbing a steep slope — without rest.

5) INTELLIGENCE (IQ) — Measures a character's ability to absorb knowledge from books or instructional training, or to make logical deductions from a set of known facts. A character's IQ rating also influences his ability to learn from his experiences and advance in levels of weapons and skill expertise.

6) DISCRETION (DSC) — Measures a character's common sense and ability to intuitively select a proper course of action in an unfamiliar situation. DSC may also be used to determine whether a character will sense that something about a situation he faces is amiss (a trap or ambush about to be sprung, another character's dishonesty or disguise, etc.), and influences trading and general business acumen.

7) TALENT (TAL) — Measures a character's innate magic-using potential, and his mental /psychic ability to call upon the arcane forces that exist in the universe and harness them to serve his purposes. TAL also defines a non-magic-user's ability to properly utilize magical artifacts in his possession.

8) MAGIC RESISTANCE (MGR) — Measures a character's innate resistance to the influence of magical forces, both hostile and friendly, and the degree of effect that successful enchantments will have on him. GMs and players should remember, however, that this particular attribute cuts both ways, as a character must successfully miss his MGR saving roll to be affected by beneficial magic such as Healing spells.

9) MAGNETISM (MAG) — Defines the character's general ability to make a favorable impression on others, and his leadership potential. MAG may also influence a character's ability to find and maintain loyalty in hirelings and/or fellow party members, or his general believabili-ty when bargaining, telling a story, etc.

10) APPEARANCE (APP) — Defines a character's physical beauty, charm and sexual allure, according to human standards. Players should note that because MAG and APP are separately rolled attributes, it is possible for a beautiful woman to be generally unpopular due to a poor personality, or for a very homely warrior to inspire fanatical devotion in his troops.

Super Abilities If any of the ten attribute rolls produces a result of 18, the player should also roll D1000 (3 10- or 20-sided dice, preferably of different colors, which are read in a pre-specified sequential order rather added together — e.g., a roll of 5, 7, and 9 might equal 579, 795 or 957, depending on the order selected, but never 21), and consult the table at the right to see if the character possesses a Super Ability.

Die Roll	Effect
001-725	No change
726-900	+1 to attribute
901-980	+2 to attribute
981-998	+3 to attribute
999-000	+3 to attribute and reroll

Racial Adjustments After any Super Ability rolls have been made, players should then make appropriate Racial Adjustments to their initial attribute die roll results, based on the bonuses/penalties indicated in the RACIAL ADJUSTMENTS chart on the opposite page for the row matching the character's race and sex. Note that a character does not receive a roll on the Super Abilities chart if an attribute is raised to 18 or above by a racial adjustment; however, these adjustments may give the character the equivalent of a Super Ability.

Bonuses/Penalties to Attributes After making all appropriate racial adjustments, players should check the table below, left, to determine whether their attributes entitle them to any general bonuses or penalties. The table identifies five such general modifiers:

1) **Hit Probability Bonus/Penalty** — These adjustments are based on CDN, and modify a character's normal hit probability (HACØ) with all weapon types.
2) **Dodge Bonus/Penalty** — These adjustments are based on REF, and are added to a character's Effective Armor Class (EAC) for combat purposes.
3) **EP Bonus/Penalty** — These adjustments are based on IQ, and modify the amount of experience points that a character receives for his various actions in an adventure or campaign.
4) **Sex Appeal Bonus/Penalty** — These adjustments are based on APP, and are added to a character's MAG rating when attempting to make an impression on a member of the opposite sex.
5) **Resistance Bonus** — Characters may elect voluntarily to modify their normal MGR rating **downward** by the indicated amount in situations where they **want** an enchantment cast on them to take effect (e.g., Healing spells). Note that for this adjustment to take effect, the character must be mentally alert and aware of what is being attempted (thus a char-acter who is unconscious or delirious with fever will not be able to use his/her bonus).

BONUSES AND PENALTIES FOR REQUISITIES

Range	Hit Prob	Dodge Bonus	EP Bonus	Sex Appeal	MGR Bonus
< 1	-10	-8	-80%	-7	+0
2	-8	-7	-70%	-6	+0
3	-6	-6	-60%	-5	+0
4	-5	-5	-50%	-4	+0
5	-4	-4	-40%	-3	+1
6	-3	-3	-30%	-2	+1
7	-2	-2	-20%	-1	+1
8	-1	-1	-10%	-1	+1
9-12					+2
13					+3
14	+1	+1		+1	+3
15	+1	+1	+5%	+1	+3
16	+1	+2	+5%	+2	+3
17	+2	+2	+10%	+2	+4
18	+2	+3	+10%	+3	+4
19	+3	+3	+15%	+3	+4
20	+3	+4	+15%	+4	+4
>20	+4	+4	+20%	+4	+5

Hits to Kill Once Racial Adjustments have been made, characters may also calculate the total amount of physical damage they can withstand before dying (hereafter referred to as hits to kill, or HTK). To compute HTK, a character adds his adjusted STR and STM ratings, and compares the result to the chart on the right to identify the "hit die" the character will use throughout his career. Initial HTK is equal to (STR + STM)/2 (rounded up), plus 1 roll of the hit die. Characters receive additional rolls of their hit die to increase HTK during their careers, as they gain specified levels of experience. The intervals at which these rolls are made are indicated in the three rule books detailing the thiefly, magical and warrior classes. **Example:** Dworin is a dwarven male — his initial die rolls for STR and STM were 12 and 13; after racial adjustments, these ratings are 13 and 16, respectively. 13 + 16 = 29, so Dworin's hit die is a D8. His initial HTK are 29/2, or 15 (rounded up), + 1D8 roll; he rolls a 5, giving him 20 HTK.

STR+STM TOTAL	HIT DIE USED
<11	D4
11-19	D6
20-29	D8
30-35	D10
36-40	D12
>40	D20

Attributes and Saving Rolls During the course of a campaign, characters will frequently be required to make Saving Rolls (sometimes referred to as saves or SRs) against one or more of their character attributes, in order to accomplish an action beyond their everyday capabilities, to prevent something dire from happening, or to avoid the consequences of a dire event that has already occurred. Most saving rolls are made on 2D12, although some extraordinary efforts (breaking down a stoutly barred door, attempting to brake a fall down a cliffside by grabbing hold of a branch) may require additional dice.

The total of the D12 rolled is compared to the char-acter's adjusted rating for the attribute most appli-cable to the action required; if the total is equal to or lower than the attribute rating, the saving roll is made (and the necessary action accomplished). If, conversely, the die roll result is greater than the rating, the saving roll fails, and whatever consequences were about to descend upon the feckless head of the character involved will continue to descend. Game Masters (GMs) may also use the results of saving rolls to creatively describe the outcome of a save attempt. For example, a character who badly misses the CDN saving throw needed to leap aboard a moving wagon might land directly in the path of its wheels (sustaining significant injury), while one who barely misses his roll might tumble into a nearby hedgerow (injuring only his pride).

Family Background

A character's social status and upbringing will have a major influence on the amount and type of background training in weapons, languages, and non-weapon skills that a character will receive before starting his adventuring career, and on the initial purse he will have to equip himself when beginning that career. Each character (whether newly rolled or adapted from another FRP system) should determine his/her family background by rolling D1000 and consulting the table below.

Non-human races have restrictions on the types of family backgrounds available to them, as follows:

Elven, Pixie — No Guild, No Rabble
Dwarven — No Rabble
Hobbit — No Nobility
Centaur, Krindorean — No Guild
Kobold — No Nobility, No Guild, Rabble=Gypsy
Orc — No Nobility, No Guild
Uruk — No Nobility, No Guild, No Rabble
Goblin, Avanthari — No Aristocracy, No Rabble

If the die roll indicates one of the restricted categories, simply reroll until an acceptable roll results.

Once a character's social status is determined, he can roll to calculate his initial purse, using the dice indicated in the table (e.g., a merchant rolling a 7 and 2 on his 2D10 would multiply the result by 50GP, equalling a total purse of 9 x 50, or 450GP). This purse represents the resources that a player initially has to spend on equipping his character with weapons, armor, supplies, and basic adventuring gear (ropes, sources of light, packs and canteens, etc.), using the lists and prices provided in the section **Outfitting the Character.**

The next three columns of the Family Background table indicate the the number of weapon points (WP), language points (LP) and non-weapon training points (TP) that each social class automatically receives. Later sections of this book describe the methods by which these points may be spent to improve a character's abilities in these various skill areas.

The last column of this table identifies training fields (using ID numbers that correspond to those used in the Master Skills list of non-weapon trainings) in which all characters of a given social class normally recieve basic (Apprentice Level) instruction (where skills are followed by a percentage value in parentheses, this latter value represents the percent chance that a given character will have received such training).

FAMILY BACKGROUND

Die Roll	Family's Social Level	Money Dice	Coins /Pip	Weapon Points	Language Points	Training Points	Automatic Training Fields *
NOBILITY							
991-000	High Nobility	2D6	100GP	4	9	10	29, 30, 19(60%), 60(50%)
971-990	Nobility	2D6	50GP	4	8	12	29, 30, 19(50%), 60(50%)
901-970	Aristocracy	2D10	25GP	4	6	16	29, 30, 19(40%), 60(50%)
GUILD	(All receive Journeyman training in any one D or lower skill at no cost)						
881-900	Craftsman	1D8	100GP	1	6	24	47(90%), 60(80%), 19
851-880	Guildsman	1D10	25GP	1	4	18	47(80%), 60(80%), 19
MERCANTILE	(All receive Apprentice training in any one C or lower skill at no cost)						
801-850	Merchant	2D10	50GP	2	8	20	47(70%), 60(60%), 19, 10(30%)
701-800	Shopkeeper	2D10	25GP	2	6	12	47(80%), 60(60%), 19, 10(20%)
YEOMANRY	(All recieve Apprentice training in any one B or lower skill at no cost)						
601-700	Yeoman	2D6	20GP	3	2	8	47(40%), 60(50%), 19(25%), 57(40%)
551-600	Landed Peasant	1D6	20GP	2	2	6	47(20%), 60(50%), 19(10%), 31(50%), 24
151-500	Peasant	1D10	10GP	2	2	5	47(10%), 60(50%), 19(10%), 24
RABBLE	(All receive Apprentice training in any two A skills at no cost)						
131-150	Freedman	1D100	1GP	1	1	3	47(20%), 60(50%), 19(10%)
121-130	Gypsy	1D10	5GP	2	4	2	22(60%), 39(80%), 26(60%), 19(40%)
001-120	Serf	1D6	5GP	1	0	1	50, 24

* All automatic trainings represent Apprentice level skill; percentages in parentheses after certain fields indicate the chance that a listed field is "automatically" known (no percentage = 100%). Characters may not roll for Writing (#60) unless Reading has already been successfully rolled for.

Inborn Abilities

It should be obvious to anyone who has not spent his life in a hermetically sealed environment that few characters will start their adventuring careers with exactly the same talents, aptitudes, habits, likes and dislikes, and past experiences, as their fellow adventurers. The list below is provided to assist players in personalizing their characters, by identifying some of these possible influences and defining their effects on the course of play. Use of the Inborn Abilities chart is completely optional; however, once a decision is made to consult the list below, the player must abide by any result obtained. About 60% of the effects described are advantageous to the character, while others represent disabilities the character must overcome. To determine the number of inborn abilities a character receives, use the table to the right. For each inborn indicated, roll D1000 and consult the list below to determine its effect. Multiple rolls in the same general or specific category are possible, and may augment each other, or cancel out.

Die Roll	# of Inborns
1	0
2-4	1
5-8	2
9	3
10	3 + reroll

Inborn Results

001-045 Natural aptitude in training field
046-070 Learning impediment in training field

Characters who roll a natural aptitude in a training field automatically receive Novice (Level 1) ability in one skill, and may purchase additional levels of training at 1/2 the stated training point cost, rounded up (though normal social class restrictions and cost penalties still apply). If the aptitude is in an artisan field, the character may also add 10% to his chances of producing a superior quality item at any training level where such items are possible. Characters who roll a learning impediment in a training field must pay double the stated point costs to acquire training in that skill, and lose 5% from their normal stated chances of producing superior quality items. To determine the training field affected, roll a D6-1 (tens place) and D10 (ones place) for a combination ranging from 01 to 60; then cross-reference the result with the Master Skill List provided on page 20 of this book (e.g., the player rolls a 2 and 7, respectively, on his D6 and D10 — this represents the #17 skill on the Master Skill List).

071-110 Good relations with an animal genus
111-140 Bad relations with an animal genus

A character's good/bad relations with animals will influence (to a moderate degree) the results of reaction rolls made by such creatures when they are encountered by the character. Reaction rolls are normally made on a D20, with higher results representing more favorable reactions, and 8-13 normally representing a neutral response (see the Animal Encounters section in Naked Sword for further details on this subject). Players with

good relations may add a D6 to the initial reaction roll result, while players with bad relations subtract a D6 from the same result. If a party contains characters with both pluses and minuses, the character closest to the point of the encounter is the prevailing influence (since it is his "vibes" the creatures will sense first and foremost). To determine the genus for which the character has affinity/antipathy, roll D12 and consult the table below:

Result	Genus	Typical Members
1	Equines	Horses, mules, camels
2	Avians	Birds of all kinds
3	Rodents	Rats, weasels, rabbits
4	Canines	Dogs, wolves, foxes
5	Felines	Great and small cats
6	Anthropoids	Apes, monkeys
7	Porcines	Boars, elephants, rhinos
8	Ursines	Bears, wolverines
9	Reptiles	Snakes, lizards
10	Insects	Spiders, other bugs
11	Saurians	Dinosaurs, other large lizards
12	Bovines	Cattle, oxen, buffalo

141-210 Daytime Sight Bonuses/Penalties
- 141-145 Eagle-Eyed (+40%)
- 146-155 Excellent (+20%)
- 156-180 Good (+10%)
- 181-200 Weak (-10%)
- 201-207 Poor (-20%)
- 208-210 Myopic (-40%)

211-250 Nighttime Sight Bonuses/Penalties
- 211-215 Hypervision
- 216-230 Good (+20%)
- 231-245 Weak (-10%)
- 246-250 Totally night blind

All inborn sight adjustments are added to or subtracted from racial norms, as defined in the section of this book describing sensory abilities. If hypervision is rolled by a character already possessing it, its effective range is doubled; night blindness will cancel out even the effects of racially inherited hypervision.

251-340 Hearing bonuses/penalties

251-253 Acute (+40%)	296-320 Poor (-10%)
254-270 Sensitive (+20%)	321-337 Bad (-20%)
271-295 Good (+10%)	338-340 Near-Deaf (-40%)

All inborn hearing adjustments are added to or subtracted from racial norms, along with any training or experience modifiers received (see Sensory Abilities section).

341-370 Smell bonuses/penalties

341-343 Excellent (+50%)	361-368 Bad (-20%)
344-360 Good (+30%)	369-370 No sense of smell

All inborn smell adjustments affect both smell and taste, with taste adjusted at 1/2 the above indicated bonus/penalty. These adjustments are applied to racial norms (see Sensory Abilities section).

371-390 Touch bonuses/penalties

371-374 Excellent (+25%)	383-388 Poor (-10%)
375-382 Good (+15%)	389-390 Insensitive (-50%)

Bonuses/penalties to a character's sense of touch should be applied whenever a character attempts to perform feats of delicate manual manipulation such as picking a lock, setting or disarming a trap, or adding fine detail to a crafted item. A character classified as insensitive (-50% or less) is assumed to have no skin sensation whatsoever, and will not be immediately aware of the severity of wounds he sustains (GM's should privately keep track of all damage such a character receives until he is examined by a character with First Aid skills — it is possible for such a character to literally fight until he drops; conversely, he will also automatically make all STM saving rolls against system shock).

391-400 Rapid healer - twice normal rate
401-410 Slow healer - half normal rate

Characters normally heal physical damage at a rate of STM/4 hits per day (rounded up); rapid and slow healers will recover STM/2 and STM/8 hits per day, respectively. Similar bonuses and penalties are also applied to the normal times required for mending broken bones, recovering from diseases, etc. The above bonuses/penalties will not affect the amount of damage healed by the application of First Aid (since this roll primarily measures the "doctoring" ability of the healer), but will influence the efficacy of healing potions or spells (which stimulate the body's normal recovery processes).

411-415 Character is light-footed
416-420 Character is heavy-footed
421-425 Character has good running speed/stamina
426-430 Character has poor running speed/stamina

Footedness represents the lightness or heaviness of a character's tread, and may affect his Silent Movement (SM) chances and general dodging ability. A character can normally increase his movement allowance (MA) by 50% by moving at a full run, and can sustain such effort for (STR + 2xSTM)/4 minutes without resting; bonuses and penalties are applied to these base figures. Actual bonuses or penalties received are indicated in the tables above right (roll D100).

FOOTEDNESS		SPEED/STAMINA	
Roll	Effect	Roll	Effect
01-65	+/-10% SM	01-45	Stamina +/-25%
66-97	+/-20% SM (+/-1 Dodge)	46-75	Speed +/-2 MA
98-00	+/-35% SM (+/-2 Dodge)	76-98	Both above
		99-00	Double above

431-440 Character is light sleeper
441-450 Character is heavy sleeper

This inborn affects the character's chances of being awakened from sleep by disturbances, nearby sounds or smells, or the rousings of others. Normal base chances are 15% of sensing subtle signs of activity (footfalls, the crack of a branch, or the smell of smoke); 65% for a larger commotion (fighting, a loud crash or scream); and 80% for direct rousing. Roll D100 to determine the intensity of the inborn effect: 01-55 = +/-10%; 56-85 = +/-20%; 86-00 = +/-30%. Extremely heavy sleepers (-30% or more) will awaken very groggy and will take 1D4 melee rounds to reach full alertness (apply negative modifiers to saving rolls, hit probabilities, and movement allowances as appropriate).

451-490 Bonuses/penalties to magical abilities
451-453 Excellent (+4 IQ; +50% SP)
454-475 Good (+2 IQ; +25% SP)
476-488 Poor (-2 IQ; -25% SP)
489-490 Terrible (-4 IQ; -50% SP)

Bonuses and penalties to magical abilities are of two types: IQ adjustments are applied whenever a mage makes a saving roll to initially learn a spell or to improve his skills in casting that spell; bonuses to SP (spell points) are applied to all Tau (magical power) die rolls made during a mage's career (see Paths of Sorcery for details). GMs wishing to limit the above effects for purposes of play balance may elect to restrict the IQ effects to a particular class of spells (e.g., Missile, Control, Illusion, etc.).

491-530 Bonuses/penalties to language abilities

491-495 High (+2D6 pts)	516-527 Poor (-1D6 pts)
496-515 Good (+1D6 pts)	528-530 Bad; own tongue only

The above bonuses/penalties are applied to the initial total of language skill points that a character receives from his family background and training opportunity rolls. Use of these points is described in the Language Training section of this book. If a character rolls Bad language ability, he may never learn any language above the Pidgin level of competence other than his native tongue, regardless of the number of language skill points he possesses.

531-670 Bonuses/penalties to weapon skills

531-533 Excellent -3	611-655 Poor +1
534-555 Very Good -2	656-667 Bad +2
556-610 Good -1	668-670 Atrocious +3

The above adjustments are made to the character's normal base hit probability (HACØ) with one given type of weapon (note that since hit probability increases in the

Fantasy System as HACØ declines, bonuses are expressed as negative modifiers and penalties as pluses to HACO). The weapon class affected is determined from the table below (roll D100). Multiple bonuses/penalties in the same weapon class are cumulative, but may never exceed a maximum adjustment of +/-4.

ROLL	WEAPON CLASS AFFECTED
01-15	Daggers/Thrown knives
16-25	Thrusting weapons (rapier, broadsword)
26-35	Edged weapons (greatswords, axes)
36-55	Blunt weapons (maces, hammers, flails)
56-75	Pole weapons (polearms, quarterstaff)
76-90	Missile weapons (bow, crossbow, sling)
91-94	Flexible weapons (whip, net, bolo)
95-00	Thrown weapons (thrown axe, hammer, spear)

671-690 Bonuses/penalties to leadership ability
- 671-672 Charismatic +3
- 673-682 Well-Trusted +1
- 683-688 Uninspiring -2
- 689-690 Anathema -4

691-700 Bonuses/penalties to sex appeal
- 691-696 Personable +2
- 697-700 Unappealing -2

The above adjustments are applied to a character's normal MAG rating for the purposes of making specific saving rolls. Leadership modifiers are applied when a character attempts to give commands to others in a crisis situation, to determine whether such orders are obeyed. Players possessing training in Captaincy add these inborn adjustments to any training adjustments to MAG already received. Sex appeal modifiers are applied when a character attempts to attract members of the opposite sex; these adjustments are combined with any bonuses/penalties to sex appeal resulting from the character's APP rating.

701-720 Bonuses/penalties to credibility
- 701-703 Earnest (+30%)
- 704-712 Sincere (+15%)
- 713-718 Shady (-10%)
- 719-720 Unreliable (-25%)

A character's credibility rating is primarily used to determine whether a story he tells (true or not) will be believed by others in situations where doubt is likely. This rating will also affect the character's success chances at bargaining or disguise. Base credibility rating is equal to 30+(2xMAG)%; besides the above adjustments, credibility may also be affected by factors such as demonstrable evidence or prevailing public opinion.

721-750 Character sense of value
- 721-726 Good judge of character
- 727-730 Poor judge of character
- 731-738 Good judge mundane value
- 739-742 Poor judge mundane value
- 743-745 Good judge arcane value
- 746-748 Poor judge arcane value
- 749-750 No sense of value

Good judgments results above will normally give a character a 75% chance of determining the general competence or trustworthiness of a person, or the workmanship present in a mundane or magical item (though this chance may be reduced if the person being judged is a good liar or the item's craftsman is an accomplished forger). Poor judgment reduces these chances to 25%. A character with no sense of value receives a -8 IQ modifier for the purposes of calculating his chances of recognizing the value of any category of goods, and is capable of making extremely inaccurate estimates of value in cases where he is unable to accurately Judge Value.

751-770 Character has known personal/family friend
771-785 Character has known personal/family enemy

The character or his forebears will have somehow established a lasting friendship (or enmity) with another individual or entire clan. The GM should create a name and background for these friends/foes, who can henceforth be used as a basis for encounters and adventure opportunities, or as sources of unexpected aid or interference during the course of an adventure. GM's may design this NPC themselves, or roll two additional D100's — the first to determine the friend/foe's relative experience or rank in society, the second the intensity of the friendship/hatred (in both cases, higher equals greater).

786-810 Character has familial inheritance

The character will start his adventuring career with some sort of potentially useful material legacy. The form of this inheritance may be specially designed by the GM or rolled from the table below (roll D100).

<-9	Workman's tools (any Rabble/Peasant skill)
-9-05	Non-sword weapon
06-15	Money (D100 GP)
16-25	Talisman against disease, magic, or other
26-35	Family heirloom (20xD100 GP value)
36-45	Craftsman's tools (any Merchant/Guild skill)
46-60	Claim/deed to home/property
61-70	Treasure map
71-80	Money (10XD100 GP)
81-90	Any weapon
91-95	Shield
96-105	Land
106-115	Armor
116-120	Stipend (D6x500 GP/year)
121-125	Magic item

If the table is used, the following social class adjustments should be made to the original die roll result: Rabble -50; Peasant (except Yeoman) -25; Merchant -10; Nobility +25. Rolls should be made privately by the GM to determine the effectiveness of a talisman (60% useful), the accuracy of a treasure map (50%), or the validity of a land claim (80%).

811-830 Character possesses psionic power

The character possesses a special psionic ability; roll D12 to determine the precise nature of this ability:

1 — Warning. Adds 30% to Sense Traps and Sense Ambush skills, and gives 50% base chance of detecting other dangerous situations.

2 — True sight. Gives character 65% chance of seeing the true nature of a person, creature or object that has been disguised, shape-changed, or created by an Illusion spell.

3 — Truthsense. Gives 80% chance of knowing whether another character is telling the truth; adds 10% to bargaining abilities.

4 — Empathy. Allows character to sense the general emotional mood of any intelligent creature; adds 50% to healing effects of First Aid or Healing spells, and subtracts 2 from victim base MGR on saving throws made against Control spells cast by the character.

5 — Mental map. The character will always be able to retrace his steps exactly, and receives a saving roll vs IQ to detect shifting corridors or passageways.

6 — Life detection. Gives character ability to determine whether there are other life forces present within a given range (80% chance within 50'; 35% within 500'); successful rolls give 0-10 reading on the amount of life force present.

7 — Dowsing. Gives character ability to sense the presence of water (01-60) or metals (61-00) in an area (65% chance within 20'; 30% within 100'). There is a 50% chance this ability is dependent on some object, such as a forked stick, being used.

8 — Psychic invisibility. Renders character invisible (95% chance) to any form of psychic or magical detection. It does not, however, make the character physically invisible.

9 — Eidetic memory. Character has total recall of things he has experienced, heard or read; adds 15% to all EP awards received.

10 — Empathic projection. Character may project his choice of emotional state on any person or creature (who get a saving roll at -3 vs IQ to avoid responding accordingly).

11 — Chameleon. Character has ability to blend easily into his surroundings. Adds 30% to Hide in Cover ability, 20% to Disguise chances, and +2 or 10% to general reaction rolls, but reduces MAG by -4 in leadership situations.

12 — Healing. Character may transfer wounds of another onto himself on a 1 to 1 basis, thereafter healing himself at a rate of STM/2 day.

831-850 Phobias/habits

Character will possess a fear or eccentricity that may affect his ability to react sensibly in certain situations, or his ability to interact with other individuals. GMs should privately roll a D12 and consult the table below to determine the problem the character possesses (the player should only learn the nature of his affliction in the course of play), and roll a D100 to determine the severity of this problem (higher = worse).

1-Claustrophobia	7-Fear of undead
2-Acrophobia (fear of heights)	8-Fear of flying
3-Agoraphobia (fear of open areas)	9-Hypochondria
4-Hydrophobia (fear of water)	10-Kleptomania
5-Fear of animal genus	11-Paranoia
6-Fear of darkness	12-Gluttony

851-880 Alcohol/drug tolerance

851-855 Excellent (+50%)	871-877 Poor (-20%)
856-870 Good (+25%)	878-880 Bad (-50%)

A character's basic tolerance to alcohol and other substances is equal to STR x STM (which is then compared to the Potency rating of the substance consumed); the adjustments above are applied to this base tolerance figure.

881-890 Susceptibility to petrification attacks/spells

881-887 MGR +3	888-890 MGR -3

891-900 Susceptibility to Control spells

891-892 MGR +4	897-899 MGR -3
893-896 MGR +2	900 MGR -6

901-910 Susceptibility to Illusions

901-905 MGR +2	906-910 MGR -2

911-940 Overall resistance to magical effects

911-913 MGR=20 (if not already = or greater than)
914-928 MGR=16 (if not already = or greater than)
929-938 MGR=8 (if not already = or less than)
939-940 MGR=4 (if not already = or less than)

The first three categories above indicate specific adjustments to be made to a character's normal MGR saving roll when he is facing an enchantment of the type indicated (GMs should note that the stoning attacks of a medusa, gorgon, cockatrice, or other creatures of this sort are considered to be magical in origin and are subject to MGR saving rolls which would include the above adjustments). The last category results in a complete replacement of the character's initially rolled MGR rating by the indicated value, provided that the specified conditions are met.

941-970 Resistance to poisons/venoms

941-942 STM +8	959-966 STM -2
943-946 STM +4	967-969 STM -4
947-958 STM +2	970 STM -6

971-988 Resistance to undead

971-973 STM +4	981-986 STM -2
974-980 STM +2	987-988 STM -4

989-998 Resistance to disease

989-994 STM +4	995-998 STM -4

The above categories indicate situation-specific adjustments to be made to a character's normal STM saving roll when he is assaulted by one of the above forces. Poisons/venoms are rated for Potency on a scale of 1 to 36, with damage subtracted directly from character STM (if STM=0, victim is fatally poisoned); a successful saving throw reduces damage by 1/2. An undead's touch can infect a character with a degenerative gangrenous rot that, if unchecked, can lead to loss of limbs or life; a successful STM save will negate this effect.

999-000 Character is a lycanthrope

A character who is a were-creature receives great advantages and disadvantages whenever he is in were-form (brought on by the light of a full moon or a Moonlight spell). He adds 6 to his STR rating when making saving rolls or determining bare hands combat damage, will heal STM/4 wounds per hour, and will take only 1/4 normal damage from non-silver or non-enchanted weapons. While in this form, however, the beastly portion of the character's mind will almost completely control his thoughts and actions, and his urges to hunt, kill, and feed will be very strong. Lycanthropy can only be cured by a sufficiently strong Remove Curse spell. A character's were-form will always be the same general size and weight as the character's normal form.

TRAINING FIELDS AND EFFECTS

SKILL Costs	Level of Skill Mastery NOVICE	APPRENTICE	JOURNEYMAN	MASTER
Alchemy (01) 2/+4/+6/+8	Know proper handling of chemicals and potions Identify ingredients +30% Know poison lore +5% Know healing lore +5%	Formulate simple chemical compounds Identify ingredients +60% If yes, reproduce (15%) Know poison lore +10%	Formulate poisons, acids Identify ingredients +80% If yes, reproduce (40%) Know poison lore +20% Know healing lore +10% Death in learning (2%)	Formulate complex compounds Identify ingredients +90% If yes, reproduce (65%) Know poison lore +30% Know healing lore +15% Death in learning (5%)
Architecture (02) 3/+4/+5/+6 Pre: Writing	Understand architect's plans Know purpose of ruins +5% If yes, know floor plans +5%	Assist in building design and construction. Purpose of ruins +10% If yes, floor plans +10% Spot Hidden (doors) +5%	Design, construct buildings. Purpose of ruins +25% If yes, floor plans +20% Spot Hidden (doors) +15%	Design, construct fortifications, large structures. Purpose of ruins +45% If yes, floor plans +30% Spot Hidden (doors) +25%
Armory (03) 2/+4/+6/+8	Repair CLO, LTH, SCA Judge value of armor +35%	Make normal CLO, LTH, SCA Repair CHN, PLT Judge value +55%	Superior CLO, LTH, SCA (10%) Make normal CHN, PLT Judge value +70% Know weapon magic +5% Know armor magic +10%	Superior CLO, LTH, SCA (20%) Superior CHN, PLT (10%) Judge value +85% Know weapon magic +10% Know armor magic +20%
Athletics (04) 1/+2/+4/+5	Maintain one's self in good physical condition SR +1 against disease	MA (Movement Allowance) +1 Dodge +1 in NON or CLO Estimate STR or HTK of humanoid opponents (30%)	STM +1 Extend endurance limits (for running, swimming) by 20% Dodge +1 in LTH	STR +1 MA +2 Extend endurance by 50% Estimate STR or HTK of humanoid opponents (60%)
Blacksmithry (05) 2/+4/+6/+8	Judge value of tools and weapons +35% Sharpen, maintain, and repair tools and weapons	Judge value +60% Make tools and weapons Know weapon magic +0% Know armor magic +0%	Judge value +70% Make helms Superior weapons (5%) Know weapon magic +10% Know armor magic +5%	Judge value +80% Superior weapons (20%) Know weapon magic +25% Know armor magic +10%
Boating (06) 1/+2/+4/+6	Act as experienced crew member on sailing vessel Emergency save +5% Know rowing techniques	Sail small craft Small craft speed +10% Emergency save +20%	Act as officer on large ship Small craft speed +25% Emergency save +35% Climbing +5%	Captain large ship Small craft speed +45% Emergency save +50% Climbing +10%
Bookkeeping (07) 2/+3/+4/+5 Pre: Writing Cyphering	Keep basic business accounts (10% chance of error)	Keep accounts (5% error) Profit margin +1%/level Spot swindle in business deal +5%	Double-entry bookkeeping (1% error) Profit margin +2%/level Spot swindle +15%	Accounting Business Management Profit margin +3%/level Spot swindle +30%
Bowry (08) 2/+4/+5/+7	Make arrows and quarrels Repair bows	Make simple bows Superior arrows (10%)	Make crossbows Superior bows (10%) Superior arrows (25%) Know bow/arrow magic +10%	Make composite bows Superior bows (20%) Superior arrows (40%) Know bow/arrow magic +20%
Brewery (09) 1/+1/+3/+4	Judge value of beers, ales, and stouts +40% Alcohol tolerance +1 Sense of smell +5%	Make beers, ales, stouts Judge value +55% Alcohol tolerance +2 Sense of smell +10% Spot liquid taints (10%) Sense of taste +5%	Superior beers, etc. (10%) Judge value +70% Wine-making (vintnery) Alcohol tolerance +3 Spot liquid taints (30%)	Superior beers, etc. (20%) Judge value +85% Distilling (brandies, liquors) Alcohol tolerance +4 Sense of smell +15% Sense of taste +10% Spot liquid taints (60%)
Business Sense (10) 2/+4/+5/+7	Recognize value +10% Identify swindles +5% Bargaining +1 (profit depends on haggling result) Know currency exchange ratios for local area	Recognize value +20% Identify swindles +10% Bargaining +2 Credibility +5%	Recognize value +35% Identify swindles +20% Bargaining +3 Know foreign currency exchange ratios	Recognize value +50% Identify swindles +30% Bargaining +4 Credibility +10%
Calligraphy (11) 3/+5/+6/+7 Pre: Writing	Judge value of manuscripts and scrolls +35% Copying (40% chance error)	Can produce fine script Judge value +55% Copying (20% error) ID written language +35%	Can illuminate script Judge value +70% Script is superior (5%) Copying (8% error) ID written language +55%	Mix and produce inks Judge value +80% Script is superior (15%) Copying (3% error) ID written language +55%
Captaincy (12) 3/+5/+6/+7	MAG +1 when issuing orders to men in ranks Familiarity with military tactics and strategy	MAG +3 for orders ID enemy tactics +0% Spot potential troublemakers in ranks +5%	MAG +4 for orders ID enemy tactics +15% ID enemy strategy +0% Spot troublemakers +25%	MAG +5 for orders ID enemy tactics +30% ID enemy strategy +15% Spot troublemakers +55%
Carpentry (13) 2/+3/+4/+5	Judge value of woods +50% Repair wooden items Build heavy wooden items	Make furniture and other useful items from wood Judge value +70%	Produce cabinetry and fine items of woodworking Woodcarving	Wood sculpting Superior workmanship (10%)
Carpetry (14) 3/+4/+5/+6	Judge value of carpets, rugs, and tapestries +35%	Make carpets, rugs, etc. Judge value +65% Know carpet/rug magic +5%	Superior work (10%) Judge value +80% Know carpet/rug magic +20%	Superior work (25%) Judge value +90% Know carpet/rug magic +35%
Cartography (15) 2/+3/+4/+5 Pre: Writing	Make followable maps (75%) (Level 0 = 50%) Find way without map (15%) (+3%/experience level)	Followable maps (90%) Find way (35%) Spot peculiar geographical features +0%	Followable maps (100%) Find way (60%) Spot peculiar +10%	Followable maps (110%) Find way (80%) Spot peculiar +30%

TRAINING FIELDS AND EFFECTS

SKILL Costs	Level of Skill Mastery NOVICE	APPRENTICE	JOURNEYMAN	MASTER
Clothmaking (16) 1/+3/+5/+6	WEAVING Loom blankets, light cloth; make simple clothing Judge value of cloth +15%	CANVASSING Make heavy cloth, canvas; repair sails, gross sewing Judge value +35% Identify class by dress +10%	DYEING Dye fabrics; recognize materials for dyestuffs Judge value +55% Identify class +25% Sense of smell +5%	TAILORING Make fine clothing, embroidery, quilted armor Judge value +75% Identify class +50%
Cooking (17) 1/+1/+2/+4	Prepare meals for self and a few others. Identify edible plants +5% Sense of taste +5%	Cook for up to 12 in kitchen or on road Identify edible +10% Identify tainted food +10%	Identify ingredients of recipe by taste (65%) Identify edible +20% Identify tainted +30% Sense of taste +10%	Can prepare banquets Identify ingredients (85%) Identify edible +30% Identify tainted +50% Sense of taste +15%
Coopery (18) 1/+2/+4/+5	Judge value of chests, barrels, containers +50% Sense Traps on above +5% Locate Traps on above +10%	Make chests, barrels, etc. Judge value +70% Sense Traps +15% Locate Traps +20%	Build in traps on above Sense traps +20% Locate Traps +35% Spot Hidden (panels) +10%	Build secret panels in Sense Traps +25% Locate Traps +50% Spot Hidden (panels) +30%
Cyphering (19) 1/+2/+4/+5	Count to 100; know general rates of exchange from copper to silver to gold	Simple arithmetic	Geometry IQ +1 if 01-40(D100)	Algebra and trigonometry IQ +2 if 01-10(D100) IQ +1 if 11-80(D100)
Diplomacy (20) 3/+4/+6/+7	Reaction roll +1 when negotiating or dealing with authorities	Intelligent reaction roll +3 if language spoken Identify other's purpose +5%	Emergency save (talk one's way out of trouble) +10% Identify other's purpose +15%	Emergency save +20% Identify other's purpose +35%
Engineering (21) 2/+4/+6/+8	Operate known machinery Disarm Traps +5% Identify device purpose +5% if yes, operate +15%	Make simple machines (50%) Make Comp1 mechanical traps Disarm Traps +10% Identify purpose +20% if yes, operate +25%	Make simple machines (75%) Make up to Comp2 traps Pick Locks +5% Disarm Traps +20% Identify purpose +30% if yes, operate +35%	Make simple machines (90%) intricate machines (25%) Make up to Comp3 traps Pick Locks +10% Disarm Traps +25% Identify purpose +40% if yes, operate +50%
Entertaining (22) 1/+2/+4/+5	Stage presence, skill at performing before crowds Create diversion (10%) Credibility +5%	Earn living in specialty¶ hired if job (35%) Judge profession of another person +0% Create diversion (25%) Credibility +10%	Hired if job (60%) Judge profession +15% Create diversion (40%) Credibility +15% Lore (basic knowledge) +5% Disguise chances +5%	Hired if job (85%) Judge profession +30% Create diversion (60%) Credibility +20% Lore +10% Disguise +10%
¶ Select specialty, one of: dance, jesting, drama, acrobatics, juggling, storytelling.				
Falconry (23) 2/+3/+4/+5	Handle trained hunting birds without penalty Judge value of birds +25%	Train birds of prey (60%) if yes, know 1D6 commands Judge value +45% Avian reaction rolls +1	Train birds (90%) if yes, know 2D6 commands Judge value +65% Avian reaction rolls +2	Know avian language Judge value +85% Avian reaction rolls +3
Farming (24) 1/+2/+3/+4	Can get work as farmhelp Recognize land value +0%	Can raise crops by self Recognize land value +15% Predict weather +0%	Agronomy; yield up 10% Recognize land value +35% Predict weather +10%	Irrigation; yield up 25% Recognize land value +55% Predict weather +30%
First Aid (25) 2/+3/+5/+7 (One may only heal others, not self)	Perform emergency lifesaving techniques +15% Set broken bones (50%) Heal 1D2 hits per person on wounds of 1 conflict	Emergency lifesaving +25% Broken bones (70%) Heal 1D4 hits per conflict Identify curative plants +0%	Emergency lifesaving +35% Broken bones (85%) Heal 1D5 hits per conflict Identify plants/herbs +20%	Emergency lifesaving +55% Broken bones (100%) Heal 2D3 hits per conflict Identify plants/herbs +60%
Fortune Telling (26) 1/+3/+4/+6	Read tealeaves, tarot, omens Prediction accuracy +10%¶ Judge social status +0% Judge profession +0% Judge Discretion +20%	Prediction accuracy +20% Judge social status +20% Judge profession +15% Judge DSC +40%	ASTROLOGY, cast horoscopes Prediction accuracy +30% Judge social status +40% Judge profession +20% Judge DSC +60%	Prediction accuracy +40% Judge social status +60% Judge profession +30% Judge DSC +80%
¶ May attempt to answer questions as predictions; if answer accurate, 01-20: positive, 21-80: neutral, 81-00: negative. If answer has been sought, general tenor of accurate prediction result (good, neutral, bad) must be followed by GM.				
Gambling (27) 1/+3/+5/+8	Know basics of most gambling games (dice, cards) Spot cheating +10% Gaming skill +1	Judge wealth by appearance +10% Spot cheating +20% Gaming skill +2 Cheat (6%/EL detect)	Judge wealth +15% Spot cheating +35% Gaming skill +3 Cheat (3%/EL detect)	Judge wealth +20% Spot cheating +50% Gaming skill +4 Cheat (1%/EL detect)
Glassblowing (28) 3/+5/+6/+8	Judge value of glassware and crystal +35% Know fake gems +10%	Make glassware Judge value +65% Know fake gems +20% Make fake glass "gems" (5%/EL detect)	Make crystalware Judge value +85% Know fake gems +30% Make fake glass "gems" (3%/EL detect)	Make fine crystal Judge value +95% Know fake gems +40% Make fake glass "gems" (2%/EL detect)
Horsemanship (29) 4/+5/+6/+8	Have ridden horse Retain seat in crisis +15% (level 0 = 25%) Simple commands obeyed by equines +10% Judge value of horses and pack animals +20%	Experienced rider Seat in crisis +40% Simple commands +40% Movement of equines ridden increased by 10% Equine reaction rolls +3 Judge equine value +40%	Horse gentling Seat in crisis +55% Simple commands +65% Complex maneuvers +0% (if language, +15%) Diagnose as Vet +10% Judge equine value +65%	Horse training Seat in crisis +55% Simple commands +85% Complex maneuvers +20% (if language, +50%) Diagnose as Vet +25% Movement increased by 25%

TRAINING FIELDS AND EFFECTS

SKILL Costs	Level of Skill Mastery NOVICE	APPRENTICE	JOURNEYMAN	MASTER
Heraldry (30) 3/+4/+5/+6	Identify by device +5% if yes, know background of bearer +5%	Identify by device +25% if yes, background +15%	Identify by device +50% if yes, background +25% (Level requires minimum of Apprentice in Reading)	Identify by device +65% if yes, background +35% (Level requires minimum of Journeyman in Reading)
Husbandry (31) 1/+2/+4/+5	Herd animals in crisis +5% (non-crisis +55%) (+15% if language) Follow commands +0% (if language, +20%)	Train small mammals (75%) If yes, know 1D6 commands Follow commands +10% (if language, +30%) Mammal reaction rolls +1	Train small mammals (95%) if yes, know 2D6 commands Train large mammals (30%) If yes, know 2D5 commands Follow commands +20% (if language, +50%) Mammal reaction rolls +2	Train large mammals (75%) if yes, know 3D6 commands Follow commands +30% (if language, +60%) Mammal reaction rolls +3
Jewelry (32) 4/+6/+8/+10	Judge value of gems and items of jewelry +25% Know fake gems +15%	Make simple jewelry items Judge value +50% Know fake gems +30%	Cut semi-precious stones Superior work (5%) Judge value +65% Know fake gems +40%	Cut and facet gems Superior work (15%) Judge value +80% Know fake gems +50%
Locksmithy (33) 3/+5/+7/+9	Familiar with various types of locks and traps ID type of lock if found +15% Pick Locks +5%	Make Comp1 locks ID type if found +35% Pick Locks +15% Disarm Traps +5%	Make up to Comp3 locks ID type if found +50% Pick Locks +20% Disarm Traps +10%	Make up to Comp5 locks ID type if found +65% Pick Locks +30% Disarm Traps +15%
Magistracy (34) 1/+3/+5/+6	Know local laws +45% (half for foreign) Court pleadings +5%	Know local laws +65% Court pleadings +15%	Know laws +85% Court pleadings +25% Credibility +5%	Know laws +95% Court pleadings +35% Credibility +10%
Masonry (35) 1/+2/+4/+5	Work with brick and stone Spot sliding walls, panels, secret passages in stone or underground +5%	Dress, carve, set stone	Design stone structures Spot peculiarities +10%	Stone sculpting Spot peculiarities +15%
Metalsmithry (36) 3/+4/+6/+8	Judge value of items made of bronze, pewter, silver, and gold +35%	Make simple hammered items from noble metals Judge value +55%	Casting of metal items Superior work (5%) Judge value +70%	Craft silver weapons Superior work (15%) Judge value +85%
Mining (37) 1/+2/+3/+4	Get work as mine labor Recognize ores +15% If yes, judge value +20% Know depth +15%	Prospect or pan for ores at GM-set base for area Recognize ores +35% If yes, judge value +45% Know depth +30%	Prospecting +10% Recognize ores +55% if yes, judge value +65% Know depth +45% Spot tunnel faults +10% Sense of hearing -10%	Prospecting +20% Recognize ores +70% if yes, judge value +85% Spot tunnel faults +35% Know depth +55% Sense of hearing -20%
Mountaineering /Climbing (38) 1/+2/+3/+4	Identify best route through rough terrain +25% Climbing +5% Death in learning (3%)	Identify best route +40% Climbing +8% Death in learning (6%) Outdoor survival +5%	Identify best route +55% Climbing +10% Death in learning (9%) Outdoor survival +10% CDN +1 with grapnel	Identify best route +70% Climbing +15% Death in learning (12%) Outdoor survival +15% CDN +2 with grapnel
Music (39) 1/+3/+4/+6 Select from instrument specialties¶	Play some songs on basic instrument; sing on-key Judge value of player +45% Judge instrument value +25%	Play common musical instruments adequately Judge player +80% Judge instrument +50% SR -1, if bard Sense of hearing +5%	Virtuoso on some instruments Judge instrument +65% SR -2, if bard Lore (basic knowledge) +10% Create diversion (10%) Sense of hearing +10%	Compose new music Judge instrument +80% SR -3, if bard Lore +15% Create diversion (15%) Sense of hearing +15%
¶ Select specialty class — strings, brass, woodwinds, percussion, exotic. Know one instrument from class as novice, 1D3 if apprentice, all instruments of class available to journeyman and/or master.				
Natural Sciences (40) 2/+3/+4/+5	ID animal life +35% ID edible plants +30%	ID animal life +65% If yes, ID intentions by appearance +10% ID edible plants +60% ID poisonous plants +30%	ID animal life +80% if yes, ID intentions by appearance +25% ID edible plants +90% ID poisonous plants +60% Judge value of animals +20%	ID animal life +95% if yes, ID intentions by appearance +50% ID poisonous plants +85% Judge value of animals +35% Animal reaction rolls +1
Navigation (41) 3/+4/+6/+8 Pre: Cyphering (charts +20%)	Find way on open sea +10% (level 0 = base) Find way in wilderness +5% (half underground) Avoid known hazards (25%)	Open sea +35% Wilderness +10% Avoid known hazards (55%)	Make navigation instruments Open sea +60% Wilderness +20% Avoid known hazards (75%)	Open sea +70% Wilderness +30% Avoid known hazards (90%)
Netting (42) 1/+2/+2/+3	Repair of nets, familiarity with function and use 50% chance of weapon training with net and trident	Make, weight, balance nets Trained with net and trident Catch fish with net (55%)	Catch fish (75%) Balance net to HP +1 (10%) HP +1 with net	Catch fish (90%) Balance net to HP +1 (30%) HP +2 with net HP +1 with trident
Oratory (43) 4/+6/+8/+10	Address large groups without penalty to effectiveness (level 0 = -3)	Intelligent reaction roll +1 Disguise +10% Plead in court +5%	Credibility +10% Charm and poise +10% Disguise +15% Plead in court +10%	Credibility +20% Charm and poise +20% Disguise +20% Intelligent reaction roll +2
Papermaking (44) 2/+3/+5/+6	Judge value of parchments, vellums, papyri, etc. +40% Make parchment	Make papyrus Judge value +60% Know scrolls magic +0%	Make vellums Judge value +80% Know scrolls magic +10%	Bookbinding Judge value +90% Know scrolls magic +30%

TRAINING FIELDS AND EFFECTS

SKILL Costs	Level of Skill Mastery NOVICE	APPRENTICE	JOURNEYMAN	MASTER
Perfumery (45) 3/+5/+6/+7	Judge value of scents and perfumes +50% Make scents, perfumes Sense of smell +5%	Deduce formula, ingredients of given scent +10% Judge value +70% Sense of smell +10%	Compound fine perfumes Deduce scent formula +40% Judge value +80% Sense of smell +15%	Compound delicate scents Deduce scent formula +70% Judge value +90% Sense of smell +20%
Pottery (46) 1/+2/+2/+3	Make coil and slab vessels Judge ceramics value +40%	Throw pots on wheel Judge value +65%	Build kiln; mix glazes Judge value +80%	Inlays, casting, fine finishes, sculpting in clay
Reading (47) 1/+2/+4/+5	Read own name, in alphabet of own language Figure out short messages (8 words or less) (50%) (-5% per word over 8)	Read text printing Basic comprehension +55% Comprehension of erudite documents (scientific, heraldic, magical) +15%	Read script Basic comprehension +70% (foreign language, +20%) Erudite comprehension +35% (foreign language, +5%)	Basic comprehension +85% (foreign language, +45%) Erudite comprehension +65% (foreign language, +20%)
Roguish Pursuits (48) 2/+3/+5/+6	Judge wealth of person by appearance +10% Hide in Cover +5%	Judge wealth +15% General disguise +5% Silent Movement +5% Pickpocket +5%	Judge wealth +25% Hide in Cover +10% Silent Movement +10% Sense of hearing +10% Credibility +5%	General disguise +10% Hide in Cover +15% Silent Movement +15% Pickpocket+10% Credibility +10%
Sentinel (49) 1/+3/+4/+5	Stay awake on watch (90%) Lawman reaction rolls +1 Night vision +5%	Training as peace officer Sense Ambush +5% Night vision +10% Drunks reaction rolls +1	HP +1, q'staff, cudgel (60%) Sense Ambush +10% Night vision +15% Sense of hearing +10%	HP +1, q'staff, cudgel Sense Ambush +15% Lawman reaction rolls +2 Drunks reaction rolls +2
Service (50) 1/+2/+2/+2	Perform basic housekeeping /maintenance chores to employer's specifications	DSC +1 Disguise as menial +5%	Handle specialized duties (butler, valet, nanny) Disguise as menial +15%	Disguise as menial +20% DSC +2 General disguise +5%
Shipwrighting /-building (51) 3/+6/+7/+8	Assist in boat and small craft construction Judge seaworthiness of vessels +10%	Design/construct small craft Assist on large ships Judge seaworthiness +40% Judge wood quality +25%	Design/construct large ships Judge seaworthiness +55% Judge wood quality +50%	Superior design (15%) — bonus to ship's sturdiness Judge seaworthiness +70% Judge wood quality +70%
Siegecraft (52) 2/+3/+5/+6 Pre: Military Carpentry	Assist in operating siege equipment and machinery, tunnelling, sapping	Operate siege engines Spot weak points in fortifications +5%	Design/build siege engines Build fortifications to plans Spot weak points +20%	Plan and direct sapping and tunnelling work Plan/build fortifications Spot weak points +40%
Swimming /Diving (53) 1/+1/+3/+4	Float, tread water, swim short distances, if unburdened	Swim 1/8 STM miles Emergency save in water +30%	Lifesaving techniques Swim 1/4 STM miles Emergency save +45% Swim underwater 1/4 STM mr Death in learning (2%)	Diving, free/support Swim 1/2 STM miles Emergency save +60% Swim underwater 1/2 STM mr Death in learning (3%)
Tanning (54) /Leatherwork 3/+4/+5/+6	Prepare tannin baths; preserve skins and hides well Repair leather goods Judge leather value +30%	Make leather goods from tanned hides and skins Judge value +60% Know leather magic +0%	Cordwaining (bootmaking) Judge value +80% Know leather magic +10% Sense of smell -5%	Superior work on armor or saddles/tack (15%) Know leather magic +20% Sense of smell -10%
Teaching (55) 2/+4/+6/+8 Pre: Skills to teach	Know teaching fundamentals Teach known skills to 2 less than own level Teach basic use of known weapon (HACØ penalty -2)	Teach known skills to 1 less than own level Teach use of weapon where expert (HACØ penalty Ø)	General knowledge (lore) +5% Teach known skills to one's own level	General knowledge +10% Teach expert use of weapon if expert (HACØ+1)
Tracking (56) 2/+3/+4/+5	Trail in wilderness +15% Trail underground +5% Identify tracks +10%	Trail in wilderness +35% Trail underground +20% Identify tracks +25%	Trail in wilderness +55% Trail underground +35% Identify tracks +45% Outdoor survival +5% Silent Movement +5%	Trail in wilderness +75% Trail underground +50% Identify tracks +65% Outdoor survival +10% Silent Movement +10%
¶ Apply penalties for time expired since trail made (-10% per 6 hours wilderness, -10% per hour underground) and for weather in wilderness (-40% for rain, -20% for high winds). Apply bonuses for number of members in party being trailed (+2% for each additional in group) and for weather in wilderness (+20% for trail laid after rain, +10% for still hot day).				
Trapping (57) 1/+2/+3/+5	Construct outdoor traps (pits, snares, deadfalls) Catch animal sought (20%)	Catch animal sought (30%) Sense and Locate Traps in wilderness +5%	Catch animal sought (40%) Make up to Comp2 traps Sense/Locate Traps +10% Outdoor survival +5%	Catch animal sought (50%) Make up to Comp3 traps Sense/Locate Traps +20% Outdoor survival +10% Sense ambush +10%
Usury (58) 2/+3/+4/+6 Pre: Reading Bookkeeping	Judge wealth of person by appearance +5% Lend money at interest rates up to (65%) of local rates	Identify honesty of potential debtor +15% Judge wealth +25% Lend at up to (90%) local	Identify honesty +45% Judge wealth +55% Lend at up to (100%) local Recognize disguise +0%	Identify honesty +65% Judge wealth +75% Lend at up to (125%) local Recognize disguise +10%
Wainwrighting (59) 2/+3/+5/+6	Repair wheels and wagons Judge vehicle value +50%	Make wheels, smaller carts Judge value +70% Spot vehicle problems +0%	Make larger wagons Spot problems +20% Vehicle MA increase 10% (40%) Handle draft animals +0%	Carriage work Spot problems +40% Vehicle MA increase 10% MA increase 20% (60%) Handling draft animals +5%
Writing (60) 1/+1/+2/+4 Pre: Reading	Write with same precision as Novice reader	Write with same precision as Apprentice reader	Write with same precision as Journeyman reader	Write with same precision as Master reader

Character Trainings

What it is, How to Get it,

and How to Use What You've Got

A human is assumed to begin his/her adventuring career at the tender age of 16-21 (15+1D6 years); characters with longer lifespans (elves, dwarves) may begin at somewhat later ages, while those with a high fatality rate (kobolds, pixies) will likely be thrust into the real world at an even earlier age (like 10-14). During the formative years prior to this starting point, characters will have the opportunity to learn certain weapon, linguistic, and practical day-to-day skills that can prove to be of aid to them during an adventure or encounter situation. The following rules sections (on Weapons, Lauguage, and Non-Weapon Trainings) describe the process by which players may earn and select these skills for a beginning character; they also summarize the ways in which the players may improve a character's abilities in these areas over the course of a campaign.

Non-Weapon Trainings

In addition to weapons and language abilities, all characters are assumed to have received some training in various functional skills during their younger years. These skills can provide characters with a variety of useful or potentially life-saving talents, a possible source of employment when not adventuring, a means of producing items for their own use or sale, or the ability to evaluate the true worth of goods made by others.

Players select and obtain trainings for their characters in non-weapon skills through the acquisition and expenditure of Training Points (TP). Training Points (TP) initially come from two sources:

1) The FAMILY BACKGROUND chart indicates the number of TP awarded to members of each social class. In addition, all classes automatically receive Apprentice (Level 2) training in the fields identified in the chart's final column, at no cost.

2) Each character also receives a die roll on the TRAINING OPPORTUNITIES table below. A D10 is rolled, and the result matched against the column in this table corresponding to the character's IQ rating. This initial result may be further modified if the character possesses a high DSC rating, according to the following formula:

DISCRETION ADJUSTMENTS

DSC < 13	No Adjustment
DSC 13-14	Add 2 to initial die roll
DSC 15-16	Add 4 to initial die roll
DSC 17-18	Add 4 to initial die roll and move 1 column to the right
DSC 19+	Add 4 to initial die roll and move 2 columns to the right

Humans receive two die rolls on the TRAINING OPPORTUNITIES table to reflect their greater access to learning. Kobolds and pixies, conversely, both automatically shift two columms to the left in reading their die roll results. Note that though this roll is made on D10, adjustments can raise the result as high as 14.

Once a character's total TP has been calculated, players may use these points to purchase training in any of the 60 fields identified in the Master Skill List below. Each training field on the list has been assigned a ID number which corresponds to those used in the FAMILY BACKGROUND, INBORN ABILITIES (results 001-070) and TRAINING EFFECTS charts. Each training has also been assigned to one of the five major social classes: Nobility (E), Guild (D), Merchant (C), Yeomanry (B), and Rabble (A).

Characters may purchase trainings from any field in or below their own social class at normal cost; skills belonging to higher social classes may also be purchased, but at double the stated TP cost. The following races pay only half the stated training costs (rounded up) when taking any of the following skills:

TRAINING OPPORTUNITIES

Die Roll	3 or less	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18 & over
1	0	0	1	1	2	3	4	5	6
2	0	0	1	2	3	4	5	6	8
3	0	1	2	3	4	5	6	8	10
4	0	1	2	4	5	6	8	9	12
5	1	2	3	5	6	8	9	10	13
6	1	2	4	6	7	9	10	12	15
7	2	3	5	7	9	10	12	14	16
8	2	4	6	8	10	12	14	16	18
9	3	5	7	9	11	13	16	18	20
10	4	6	8	10	12	15	18	20	23
11	4	7	9	11	14	16	20	22	26
12	5	7	10	12	16	18	22	25	29
13	5	8	11	14	17	20	24	28	32
14	6	9	12	16	19	22	27	32	36

NON-WEAPON TRAININGS MASTER SKILL LIST

NOBILITY (E)		
20 - Diplomacy 3/+4/+6/+7	29 - Horsemanship 4/+5/+6/+8	52 - Siegecraft 2/+3/+5/+6
30 - Heraldry 3/+4/+5/+6	43 - Oratory 4/+6/+8/+10	
GUILD (D)		
2 - Architecture 3/+4/+5/+6	28 - Glassblowing 3/+5/+6/+8	40 - Natural Science 2/+3/+4/+5
14 - Carpetry 3/+4/+5/+6	32 - Jewelry 4/+6/+8/+10	41 - Navigation 3/+4/+6/+8
15 - Cartography 2/+3/+4/+5	36 - Metalsmithry 3/+4/+6/+8	44 - Papermaking 2/+3/+5/+6
MERCHANT (C)		
1 - Alchemy 2/+4/+6/+8	11 - Calligraphy 3/+5/+6/+7	45 - Perfumery 3/+5/+6/+7
3 - Armory 2/+4/+6/+8	12 - Captaincy 3/+5/+6/+7	51 - Shipwrighting 3/+6/+7/+8
7 - Bookkeeping 2/+3/+4/+5	33 - Locksmithy 3/+5/+7/+9	58 - Usury 2/+3/+4/+6
YEOMANRY (B)		
5 - Blacksmithry 2/+4/+6/+8	23 - Falconry 2/+3/+4/+5	49 - Sentinel 1/+3/+4/+5
8 - Bowry 2/+4/+5/+7	31 - Husbandry 1/+2/+4/+5	54 - Tanning 3/+4/+5/+6
10 - Business Sense 2/+4/+5/+7	34 - Magistracy 1/+3/+5/+6	56 - Tracking 2/+3/+4/+5
13 - Carpentry 2/+3/+4/+5	35 - Masonry 1/+2/+4/+5	59 - Wainwrighting 2/+3/+5/+6
18 - Coopery 1/+2/+4/+5	47 - Reading 1/+2/+4/+5	60 - Writing 1/+1/+2/+4
21 - Engineering 2/+4/+6/+8	48 - Rogue 2/+3/+5/+6	
RABBLE (A)		
4 - Athletics 1/+2/+4/+5	24 - Farming 1/+2/+3/+4	42 - Netting 1/+2/+2/+3
6 - Boating 1/+2/+4/+6	25 - First Aid 2/+3/+5/+7	46 - Pottery 1/+2/+2/+3
9 - Brewery 1/+1/+3/+4	26 - Fortunetelling 1/+3/+4/+6	50 - Service 1/+2/+2/+2
16 - Clothmaking 1/+3/+5/+6	27 - Gambling 1/+3/+5/+8	53 - Swimming 1/+1/+3/+4
17 - Cooking 1/+1/+2/+4	37 - Mining 1/+2/+3/+4	55 - Teaching 2/+4/+6/+8
19 - Cyphering 1/+2/+4/+5	38 - Mountaineering 1/+2/+3/+4	57 - Trapping 1/+2/+3/+5
22 - Entertaining 1/+2/+4/+5	39 - Music 1/+3/+4/+6	

Elves: Horsemanship, Music, Navigation, Shipwright, Tracking
Dwarves: Architecture, Armory, Blacksmithy, Masonry, Metalsmithing, Mining, Usury
Hobbits: Cooking, Entertaining, Farming
Centauri: Bowry, Husbandry, Tracking
Avanthari: Boating, Bookkeeping, Natural Science
Kobolds: Rogue
Goblins: Blacksmithy, Fortune Telling, Masonry, Metalsmithing, Mining
Uruk Hai: Captaincy
Orcs: Husbandry, Mountaineering

For each training field listed, there are four ascending levels of expertise that can be attained: Novice (Level 1), Apprentice (Level 2), Journeyman (Level 3), and Master (Level 4). The TP costs of each level are indicated on the MASTER SKILL LIST. The cost of purchasing multiple levels of training in a skill is cumulative (e.g., purchasing Journeyman competence in Calligraphy would cost 3 (for Novice) + 5 (for Apprentice) + 6 (for Journeyman); for a total of 14 points).

Some skills require training in another field as a prerequisite which must be known before the 'higher' skill can be learned (e.g., Pre: Writing for Architecture). Characters must have at least Apprentice level knowledge of a prerequisite skill to attain Novice level training in the new skill, Journeyman level knowledge to attain Apprentice level training, and Master level knowledge to attain Journeyman or Master status. Training fields with prerequisites are (prerequisite listed in parentheses): Architecture, Calligraphy, Cartography (Writing); Natural Science, Writing (Reading); Navigation (Cyphering); Bookkeeping (Writing, Cyphering); Siegecraft (Carpentry); and Usury (Bookkeeping).

During initial character creation, players may not purchase Master level expertise in any skill except Reading, Writing, or Cyphering. Other masteries may only be obtained during the course of the campaign. Additional training can be acquired in two ways:

1) All characters receive additional training points as they advance to higher experience levels; these points may be immediately spent or saved for later use.

2) Players may also elect to take their character out of active campaigning for a time to intensively study a skill. To do so, they must first locate an NPC character with Journeyman or Master level expertise in the desired skill willing to sell his services. Costs for such teaching services may range from 1SP to 5GP per day, depending on the rarity of the skill. Characters seeking to learn Mastery of a skill will usually be required to apprentice themselves to their teachers due to the long periods of training time involved. At the end of each training period (a day, week, or month, depending on the level of expertise being sought), the trainee must make a saving roll against INT; if successful, the character's knowledge increases by the percentage indicated in the table below (note that these percentages increase if the "teacher" actually possesses training in the Teaching skill):

	TRAINING LEVEL SOUGHT			
TEACHER SKILL LEVEL	Novice	Appren.	J'man	Master
Master (w/ Teaching)	9%/day	12%/wk	7%/wk	12%/mo
Master (w/o Teaching)	6%/day	7%/wk	4%/wk	7%/mo
J'man (w/ Teaching)	6%/day	8%/wk	5%/wk	8%/mo
J'man (w/o Teaching)	4%/day	5%/wk	3%/wk	5%/mo

When knowledge = 100%, the character may successfully advance to the next higher level of training. If this training process is interrupted for any reason before it is completed, the character will lose his accrued knowledge at a rate of 3%/week of interruption.

The relevant effects of each training field are described in the following four pages; skills are listed in ID (alphabetical) order for easy reference. Players at Apprentice or higher levels receive all bonuses listed under their own column in the table, plus any bonuses listed in previous columns that are not modified in their own colume (Ex., a character with Journeyman skill in Armory will have a 10% chance of producing superior armor, adds 5% and 10%, respectively, to his bases chances of knowing that a weapon or piece of armor is magical, and adds 70% to his normal base chances of judging the value of an item; he can also repair and make normal armor as stated under previous skill levels — GMs and players should note the 70% Judge Value bonuses supercedes the 35% and 55% bonuses indicated for Novice and Apprentice level skills; bonuses are never additive). Some of the terms used in the Training effects table refer to common game mechanics that may require further explanation (such phrases are noted by a § symbol the first time they appear); more detailed definitions are provided below.

1) Know/Recognize [item] — Base % chances of a character knowing any item of fact or lore are equal to 2 x (IQ + Character Experience Level)%. Indicated bonuses are added to this base.

2) Judge Value — A character making a successful Judge Value Roll can estimate the true monetary worth of an item in the category indicated within +/- 10%. Base success chances are equal to 5 + (2 x IQ)%; training bonuses are added to this figure.

3) Superior quality — Many artisan skills will indicate a % chance that an item produced by an Apprentice, Journeyman, or Master craftsman will be of "superior" quality. If a character is successful in manufacturing such an item, he should roll a second D100 to determine its actual value: 01-50 = 125% of normal market value; 51-80 = 150%; 81-94 = 200%; 95-98 = 300%; 99-00 = 300% + reroll again. If the item is a weapon: 01-85 = -1 to HACØ or +1 to damage; 86-97 = -2 to HACØ or +2 to damage; 98-00 = -3/+3. If the item is a set of armor, shield or helm: 01-80 = +1 to AC; 81-99 = +2 AC; 00 = +2 and reroll.

4) Know [item] magic — Base % chances that a non-mage will be able to recognize that an item is enchanted are equal to 1/2 character TAL; for mages, chances increase according to general experience level: GR = TAL%; INT = 2 x TAL%; VET = 3 x TAL%; EL = 4 x TAL%; SUP = 5 x TAL%. Training bonuses are added to these base chances when a character examines an item in the listed category.

5) Emergency Save — A character's base chances of acting intelligently in a crisis situation are equal to 2 x (DSC + experience level)%. Training bonuses are added to this base in relevant situations.

6) Profit Margin — The indicated % adjustment should be applied to the final agreed-to price of any business transaction concluded by the character (added if the character is the seller, subtracted if he is the buyer).

7) Spot/Identify/Judge [item] — Base % chances of a character observing or deducing information are equal to (2 x DSC) + IQ + (1%/character experience level). Indicated bonuses are added to this base figure.

8) Alcohol Tolerance — The indicated bonuses are added to a character's STM rating for the purposes of determining his/her capacity for consuming alcoholic spirits without suffering impairment to physical abilities. Rules for calculating the effects of drinking are provided in the Brawling section of the Naked Sword rules.

9) Sensory Bonuses/Penalties — Training modifiers to night vision, hearing, smell and taste are applied against a character's base sensory abilities, as calculated elsewhere in this book.

10) Reaction Rolls — Reaction rolls (described more fully in the Wilderness section of Naked Sword) are made using a D20, with 8-13 normally representing a neutral reaction and higher numbers representing more favorable reactions.

11) Credibility — A character's basic credibility rating is equal to 30 + (2 x MAG)%, with adjustments made as appropriate for physical proof or prevailing public opinion. Training bonuses are applied to this base.

12) Train [animal type] — A "trained" animal will, under normal circumstances, always follow any known command given by its trainer (the total number of commands a given type of animal can know is usually identified in the relevant skill description).

13) Predict — Base chances of a character accurately predicting future events are equal to (TAL - 10) x 3%; training bonuses are added to this base. If a prediction is successfully made, roll D100 to determine the outcome of the divination. Weather: 01-60 clear; 61-85 cloudy/overcast; 86-00 stormy. General Question: 01-25 Positive outcome; 26-85 Neutral outcome; 86-00 Negative outcome. The basic tenor of an accurate prediction must be followed.

14) -% EL/detect — These values represent the base percentage chance that other characters will discover a deception (cheating, selling fake gems as real, etc.) perpetrated by the player character (e.g., a 5th level NPC would have a 25% — 5 x 5 — chance of detecting fake gems made by an Apprentice glassblower).

15) Gaming skill — This factor is used to determine the likelihood a player has of winning at a game of chance. A character without Gambling training has a Gaming Skill equal to (IQ + DSC + TAL)/25 (rounded to nearest whole number, minimum of 1). A given participant's % chance of winning any given round/hand of a game is equal to his Gaming Skill rating divided by the sum of the ratings of all players in the game (himself included).

16) Death in learning — A character wishing to learn a skill which has a specified "death in learning" percentage must make a D100 roll and exceed the indicated death chance (e.g., for a 6% death chance, roll 07-00) to survive his training period.

17) Catch animal sought — Percentages indicated should be modified at the GM's discretion to reflect the relative availability/scarcity of the target animal in the area where the trap has been set.

Language Trainings

In a multi-racial universe, a character's ability to communicate effectively with others he encounters can be a profitable — and often life-saving — skill. Language abilities are aggregated into three basic levels of competence:

1) Pidgin (Level P) — Character can communicate on a very basic level, using simple sentences and thoughts; gives 35% chance of successfully transmitting or comprehending complex messages.
2) Conversational (Level C) — Character can converse freely with natives of that race on any but the most specialized subjects, but may occasionally (5%) misspeak or misinterpret local colloquialisms or delicate syntax. If character has Reading and Writing skill at Journeyman level, can write or translate script at 60% effectiveness (70% if Master), if an additional language skill point (see below) has been expended.
3) Scholar (Level S) — Character speaks like a well-educated native, understanding the subtlest shadings of meaning. Can write or translate at 85% effectiveness if Read and Write as Journeyman (95% if Master), if an additional language skill point (see below) has been expended. This level of competence may occasionally be valuable to traders, and will usually be required by diplomats, or mages working extensively with written texts.

All characters will at least know their own language ("milk tongue") at Level C competence, and may purchase Level S competence in that tongue at 1/2 stated cost (rounded up). Certain races may also receive automatic trainings in other languages, as follows (roll D100 and compare result to the indicated percentage chances below; if 2 levels of possible competence are indicated, character may only roll for the higher level of competence if he has successfully achieved the lower level):

Human (milk tongue Common) — Elvish, Dwarven, Hobbit (60% P, 40% C each)
Elven — Avanthari (80% C), Orc (75% P, 30% C)
Dwarven — Common (50% C), Goblin (80% P, 40% C); Kobold (25% P)
Hobbit — Common (60% C); Elven (30% P)
Centaur — Common (50% P; 25% C), all equine (P)
Pixie — None
Orc — Kobold (45% P), Elven (60% P), Uruk (30% C)
Uruk — Orc (95% P, 80% C)
Kobold — Orc, Hobbit (40% P each); Goblin (20% P)
Goblin — Common (20% C), Dwarven (60% P, 30% C)
Avanthari — Elven (75% P, 40% C); Pixie (25% P), all avian (P)
Krindorean — None
Half-elf, Half-orc — As mother

Characters may purchase additional language trainings by expending Language Skill Points. Each character receives one roll on the Training Opportunities chart, including any DSC adjustments indicated, and adds any Family Background bonuses received to this result; mage characters receive one additional roll on the chart. Normal costs of obtaining each level of competence in a common racial tongue (Common, Elvish, Dwarven, Hobbit, Centauri, Orcish, Kobold, Goblin, or Avanthari) are 1 skill point for Pidgin level, 2 additional points for Conversational level, and 3 additional points for Scholar level. Costs of other languages are indicated in the table below:

LANGUAGE TRAINING COSTS

Language Type	P	C	S
Normal	1	2	3
Uruk, Pixie	2	4	5
Krindor, Troll, Ogre	3	5	N
High Elvish, Khuzdul, Enochian *	4	7	9
Dragon, Giant Speech, Ssa'assu (Elder Race)	5	8	11
Animal Species # (each)	6	N	N
Animal Genus § (each)	8	N	N
Semi-Intelligent Monster (each)	10	N	N

N — Level of expertise not possible in this tongue.
* — Archaic variants of current elvish, dwarven, and human tongues, respectively, frequently used in magical tomes and scrolls.
# — Gives 20% chance of understanding speech of any other species within same genus.
§ — Gives 60% chance of understanding speech of each individual species within genus.

If a character wishes to obtain written comprehension skills in a non-milk tongue, he must pay an additional language skill point (2 points for Scholar level) beyond that indicated above. In addition, the Common, Dwarven, Goblin, and Orcish tongues all have a large number of regional dialects; a character attempting to communicate in one of these languages in an area more than 250 miles from his point of origin will suffer a 25% reduction to his normal comprehension chances, unless he spends a further skill point per level (i.e., 2/3/4/ for P/C/S) in learning these differences in inflection, phrasing, and word definitions.

Weapons Training

During initial creation, all player-characters may obtain training in the use of one or more weapons. Training in weapon skills is purchased through the expenditure of Weapon Points (WP); the number of WP each character receives at the outset of his/her career is based on the following factors:

1) Family Background — The Family Background chart on page 10 of this book indicates the number of Weapon Points received by members of each social class; those classes most frequently involved in the practice of warfare during the medieval period — the lower nobility and (to a lesser extent) the yeomanry — receive the largest awards.
2) Racial Adjustments — Uruk Hai receive 2 additional weapon points; Dwarves and Goblins receive 1 additional WP. Conversely, Hobbits and Pixies subtract 1 WP, and Krindoreans subtract 2 WP from their totals (the former due to their generally pacific natures, the latter due to their relatively modest mental capacities). Note, however, that no character's WP total can be reduced below a minimum of 1.
3) Strength Bonuses — Characters with STR ratings of 14 or more receive additional weapon points, due to the fact that they are just the sort of physical specimens who are most likely to be conscripted into military service. Bonuses are as follows: STR 14-16 = +1 WP; STR 17-19 = +2 WP; STR > 19 = +3 WP.

Characters may also, at their discretion, elect to exchange non-weapon Training Points (described earlier) for Weapon Points at an exchange rate of 5 TP = 1 WP.

The list of weapon trainings normally available to characters is presented in the WEAPONS SPECIFICATIONS table. Players may choose from either close range or missile weapons; some weapons may be used for both purposes, with each type of use counting as a separate training. The following basic information is provided for each weapon listed on the table:

1) Base Hit Probability (HACØ) — represents the minimum roll on a D20 necessary to successfully hit an unarmored foe (Armor Class Ø or ACØ in the Fantasy System classifications). A given foe's protective features (armor, shield, dodging and parrying ability, collectively referred to as Effective Armor Class or EAC) are added to this HACØ value to determine the "to hit" roll needed in any specific combat situation. (Example: a character wielding a broadsword has a HACØ of 8; if attempting to hit a man in chain armor without other protection (EAC6), he must roll a 14 or higher on a D20 to hit). For pole weapons, two hit probabilities are shown; the first represents weapons accuracy on the first strike, the latter its accuracy on all subsequent attacks. For missile weapons, three separate hit probabilities are listed, indicating weapon effectiveness at short, medium, and long ranges, respectively. A character's critical hit probability (CHP) with any weapon is equal to his HACØ with that weapon + the EAC of his opponent + 10.
2) Minimum Requirements — Identifies the minimum levels of STR, CDN and/or REF needed to properly wield a weapon. For each point a character falls below a stated attribute minimum, his HACØ with that weapon will increase (worsen) by 1. These effects are cumulative (e.g., a character with STR 10 and CDN 7 using a war hammer would suffer a total penalty of 3 to HACØ — 1 + 2, for a revised HACØ of 12).
3) Damage — Indicates the normal damage dice rolled to determine the effects of a successful attack. Ranged weapons have one basically static damage rate. Close range weapons, however, have up to seven alternative damage rates specified. Characters normally begin their careers by doing damage at the rate specified in the "Basic" column. Characters may increase their damage rate by acquiring higher levels of training in a weapon (see below). Additionally, characters with STR ratings significantly above or below the minimum requirement specified for a given close range weapon will adjust their damage rates as follows:

If STR is 5-7 above minimum required, shift damage result one column to the right.
If STR is 8-10 above minimum required, shift damage result two columns to the right.
If STR is 11 or more above minimum required, shift damage result three columns to the right.
If STR is 3-7 below minimum required, shift damage result one column to the left.
If STR is 8 or more below the minimum required, the weapon cannot be utilized by the character.

4) Range Limitations — For missile weapons, defines (in feet) the maximum distances that constitute short, medium, and long ranges.
5) Special Abilities — Summarizes any unique features or uses (if any) of weapon.

Each weapon is also assigned to one of nine general weapon categories: Daggers/Thrown Knives; Thrusting Weapons; Edged Weapons; Blunt Weapons; Pole Weapons; Missile Weapons; Crossbow; Flexible Weapons; and Thrown Weapons. Characters who attain a significant level of proficiency in one weapon are assumed to receive some associated ability to use other weapons within the same general category (see below).

A character's proficiency with any weapon is described in terms of a numerical Rank from 0 to 8, with 8 representing the highest form of mastery attainable. It costs 1 WP to purchase Rank 1 proficiency in any one weapon; increasing proficiency with that same weapon from Rank 1 to Rank 2 costs 2 points, from Rank 2 to Rank 3, 3 points, and so on. Thus an expenditure of 21 WP (1 + 2 + 3 + 4 + 5 + 6) is required for a character to attain Rank 6 proficiency in a specific weapon. Characters may use weapons in which they are totally untrained (Rank U), but suffer an automatic penalty of 3 to normal HACØ (plus any other penalties received for failing to satisfy specified attribute minimums).

A player may (at the GM's discretion) obtain training in exotic weapon types not listed in the WEAPONS SPECIFICATIONS table (e.g., boomerang, cutlass or scimitar, Oriental-style weaponry like nunchuks, naginata, or dhoku, etc.). Some of these weapons are described in the Naked Sword rules; others will require the GM to develop his own statistics for weapon HACØ,

damage, and special features. Training costs for unusual weapons are assumed to be double the normal WP rates, due to both the scarcity of individuals capable of teaching such a skill, and the fact that the styles of attack and defense employed by these weapons are often markedly different from those taught in other fighting disciplines.

Characters purchasing training in thrown axe, spear, or hammer who already possess an equivalent level of proficiency in using the same weapon at close range (or vice versa) may purchase the second training at 1/2 the normal WP cost per Rank, rounded up (1, 1, 2, 2, 3, 3, 4, and 4 WP respectively).

EDGED/BLUNT WEAPONS

Rank	HACØ Adjust	Damage Bonus	Parry Bonus	CHP Adjust
1	–	–	–	–
2	+1	–	–	–
3	+1	+1 Pt	–	–
4	–	+1 Col	–	+1
5	+1	–	+1	–
6	+1	+1 Col	–	–
7	–	+1 Pt	+1	+1
8	+1	+1 Pt	–	–

DAGGERS/THRUSTING WEAPONS

Rank	HACØ Adjust	Damage Bonus	Parry Bonus	CHP Adjust
1	–	–	–	–
2	+1	–	–	–
3	+1	–	–	+1
4	+1	+1 Pt	+1	–
5	–	+1 Col	–	+1
6	+1	–	+1	–
7	–	+1 Col	–	+1
8	+1	+1 Pt	–	–

POLE WEAPONS

Rank	HACØ Adjust	Damage Bonus	Parry Bonus	CHP Adjust
1	–	–	–	–
2	+1	–	–	–
3	+1	+1 Pt	+1	–
4	–	+1 Col	–	+1
5	+1	–	+1	–
6	+1	+1 Pt	–	+1
7	–	+1 Col	+1	–
8	+1	–	–	–

RANGED WEAPONS

Rank	HACØ Adjust	Damage Bonus	Parry Bonus	CHP Adjust
1	–	–	–	–
2	+1	–	–	–
3	+1	–	–	+1
4	–	+1 Pt	–	–
5	+1	–	–	+1
6	+1	–	–	–
7	–	+1 Pt	–	+1
8	+1	–	–	–

Characters who possess Rank 4 or higher proficiency in a given weapon are presumed to have some transferrable aptitude for using other weapons within the same category (e.g., a character skilled in broadsword would also be able to use a rapier or shortsword at a reduced level of competence). At Rank 4 proficiency, a character receives "Rank Ø" proficiency in these related weapons (Rank Ø skill reduces automatic HACØ penalties from 3 to 1). At Rank 5, the character's proficiency in related weapons increases to Rank 1; at Rank 6, to Rank 2, at Rank 7, to Rank 3, and at Rank 8, to Rank 4.

Rank 1 proficiency entitles a character to the basic level of weapon competence defined in the WEAPON SPECIFICATIONS table. Higher levels of proficiency may improve a character's HACØ or critical hit probability, increase the damage done by a successful blow, or add to a character's effective armor class (Parry bonus). The tables below summarize the benefits received by each weapon category (Note: GMs using Basic Character Creation in conjunction with the Naked Sword rules should ignore these tables and instead consult that book, which provides separate bonus tables for each individual weapon type).

The above awards are cumulative (i.e., a character with Rank 6 proficiency in spear, a pole weapon, would receive a +4 bonus [reduction] to HACØ, a one column rightward shift in Damage Dice used + 2 additional points of damage per successful blow, a +2 Parry bonus to EAC, and a +2 bonus to critical hit probability).

Characters will receive additional WP awards as they attain higher levels of experience, as described in the various rule books of the Fantasy System; these WP may be spent immediately or saved for later use as the player wishes. Players may also attempt to improve their character's weapon skills by withdrawing from active campaigning to undergo training with a competent instructor. In order to undertake this option, the player-character must first locate an individual competent to provide him with such schooling. To qualify as a prospective trainer, a character must possess both Apprentice or higher skill in the training field Teaching (Journeyman or higher skill if Rank 4+ training is sought) and a weapon proficiency at least two levels higher than the Rank the prospective student seeks to attain (note this means that weapon Ranks 7 and 8 cannot be learned through schooling, and can only be attained through the expenditure of WP — this is done intentionally, as the designers believe that these advanced levels can only be attained through actual battle experience). Weapon training will require 4 + (6 x Rank sought) weeks of intensive workouts; the character may not undertake any other major campaign activities or studies during this period, and must be able to pay his living expenses and the fee agreed upon for the trainer's services. At the end of the training period, the player-character must make a saving roll against IQ (at a +1 for each point of STR or CDN > 13) to successfully attain the Rank sought.

(GM's Note: The mechanics of resolving combat situations are summarized in each of the Fantasy System rule books. The most detailed discussion of combat resolution, however, can be found in Naked Sword, the warriors and wilderness adventuring book.)

WEAPONS SPECIFICATIONS AND DAMAGES

CLOSE WEAPONS	Minimum Requirements				DAMAGE							
Weapon Type	STR	CDN	REF	HACØ	-1	Normal	+1	+2	+3	+4	+5	Notes
Swords												
Shortsword	7	11		9	1D4	2D3	2D4	1D6 +1D4	2D6	1D8 +1D6	2D8	
Broadsword	9	11		8	1D6	2D4	2D6	1D8 +1D6	2D8	3D6	2D10+1	
Rapier*	4	12	13	7	1D6	1D8	1D10	1D12	NA	NA	NA	
Bastard sword	13	9		7	1D8	1D12+1	2D8	2D10	2D12+1	2D10+8	3D10	
Greatsword	16	9		7	2D4	2D8	2D12	3D10	2D12 +1D10	3D12	3D10+8	
Axes												
Francisca	6	8		9	1D4	1D6	2D3	2D4	1D6 +1D4	2D6	1D8 +1D6	
Battleaxe, single bit	11	7		8	1D6	1D10	1D10 +1D3	2D8	2D10	2D12	2D12+1	a
double bit	12	13										
Large axe, single bit	14	7		7	1D8	2D6	3D6	3D8	2D10 +1D8	3D10+1	3D10 +1D4	a
double bit	16	13										
Blunt												
Cudgel (Sap)	4	7		10	1D3	1D4	1D6	2D4-1	2D4	1D8+1	NA	
Club	9	6		9	1D6	1D8	1D10	2D6	2D8	2D10		
Mace	8	7		9	1D6	1D8	1D10	2D6	1D12 +1D3	2D8+1	2D6 +1D8	
Maul	9	9		9	1D4	1D6	2D4	3D4-1	1D8 +1D6	2D8	3D6	
Morningstar	13	12	9	9	1D6	1D12+1	1D10 +1D8	2D12	2D10 +1D6	2D8 +2D6	4D8	
War Hammer	11	8		9	2D4-1	1D12	1D8 +1D6	1D10 +1D8	2D8 +1D4	3D8	2D10 +1D8	
Great Hammer	16	6		8	1D6 +1D4	3D6	2D10 +1D6	2D12 +1D8	3D12	3D10 +1D8	4D10+1	
Pole Weapons												
Quarterstaff	7	9	11	7/8	1D4	1D6	2D4	2D4	2D6	3D4+1	NA	
Javelin	5	6		8/10	1D4	1D6	1D8	1D10	3D4-1	3D4	3D4+1	
Spear	9	6		7/10	1D6	1D8	1D12 +1D3	1D10 +1D4	2D6 +1D8	2D6 +1D6	2D8	
Halberd	11	11	9	6/8	1D8	2D6	1D8 +1D6	2D8+1	2D10+1	2D10 +1D6	3D8 +1D4	
Daggers/Blades												
Dagger*		7	7	11	NA	1D4	1D5	1D6	NA	NA	NA	
Knife*				11	NA	1D4	1D5	1D6	NA	NA	NA	
Main Gauche*	6	10	12	9	NA	1D4	1D6	1D8	NA	NA	NA	b

RANGED WEAPONS	Minimum Requirements			Basic HACØ				Range Limits			
Weapon Type	STR	CDN	REF	Short	Medium	Long	DAMAGE	Short	Medium	Long	Notes
Bows											
Short bow	8	8		5	9	13	1D6	60'	150'	250'	
Horse bow	9	9		5	8	13	1D6	60'	180'	350'	
Longbow	12	9		4	8	11	1D6	100'	250'	500'	
Composite bow	14	10		2	7	11	1D6	150'	300'	750'	
Crossbows											
Light crossbow	10			3	7	13	1D8	50'	150'	400'	c
Heavy crossbow	16			2	6	12	1D8	80'	250'	600'	d
Arballst (superheavy)	17			2	5	11	1D8	100'	300'	700'	e
Thrown Missiles											
Sling (with windup)		13		3	8	13	1D4	45'	90'	200'	
Sling (flat)	8	11		7	11	15	1D4	30'	60'	90'	f
Net		11		8	NA	NA	Tangle	20'	NA	NA	g
Bolo	6	11	9	4	10	16	1D4	30'	60'	100'	c,h
Knife		8		5	9	14	1D4	40'	80'	120'	
Francisca	9	11		6	10	15	1D8	25'	50'	90'	
Maul	11	13		5	11	17	1D10	25'	60'	120'	i
Javelin	7	11		4	8	14	1D8	50'	120'	200'	
Spear	11	12		5	10	15	1D10	50'	100'	150'	

Notes
* Does not receive strength bonuses to damage done.
a Double bit allowed return strike on same target at penalty of 4 to HACØ, if first of mr misses.
b If not used for attack in mr, adds 2 to wielder's EAC (in addition to other parry bonuses).
c Attacks once every 2 mr.
d Attacks once every 4 mr.
e Attacks once every 8 mr.
f Attacks twice per mr.
g Attacks once every 3 mr; if successful, entangles target for 1D6 mr.
h May also be used to entangle, as net (see note g).
i Add 1D3 to damage done if successful attack made at Medium range; add 1D6 if successful at Long.

Sensory Abilities

During the course of their adventuring careers, player characters will frequently be placed in situations in which their sensory perceptions can be used to aid them — listening at doors, taste testing a substance for poison, or attempting to identify the presence of potential danger by sight, sound or scent. In such situations, characters may attempt to make Ability rolls (on a D100) against sensory skills. Base sensory identification chances for day and nighttime sight, hearing, smell and taste are described below. The remainder of the section identifies annd defines the factors that can modify an individual character's base ID chances.

1) DAYTIME SIGHT — Sight identification chances at various distance ranges differ from case to case, depending on two primary factors: the relative size of the living being object being sought or scrutinized, and the degree of detail about that creature/item that is sought by the observer. For game purposes, sighting targets are divided into four size classes:

A) Immense — Examples would include items like a mountain, town/city, large caravan, castle, etc.
B) Large — One or more humanoid or similarly sized creatures, a wagon, a moderate sized landmark (farmhouse, tall tree, etc.)
C) Moderate — Objects or creatures of the same general size as the everpopular breadbox (chest or coffer, weapon, coil of rope, small animals (rabbits, foxes), etc.).
D) Tiny — Fist-sized or smaller objects, like a bracelet, purse, or potion vial, or tiny creatures like spiders, rats, ferrets, etc.

For each of these categories, three levels of informational detail are also identified:

A) General — This category represents the most basic sort of identification — What is it? or How many are there? A character may often first attempt to make a General ID, then make additional rolls to obtain more detailed information.

B) Specific — Enables the character to discern major distinguishing factors about the object being observed. Examples would include locating a trail through an area of rough or mountainous terrain; identifying the major defenses of a castle or walled city; distinguishing the general costume of an approaching human figure (e.g., priestly robes from battle dress or peasant garb); noticing the presence of printing or a heraldic symbol on a signpost, shield, or wagon; or seeing whether a weapon is sheathed or a chest is open/closed.
C) Detailed — Enables the character to observe very fine detail about the creature/item being examined (e.g.; a small cave opening in a mountain's face; the current number of occupants in a watch tower; the insignia on a traveler's coat, the ring on his right hand, or the bulge of a purse or dagger beneath his robes; the presence of rust or bloodstains on a weapon blade; or the number and type of gems set in a bracelet).

To determine a character's base % chances of making a given Sighting roll, GMs should determine the size class and level of detail that most closely correspond to current circumstances, and locate the appropriate row and column (distance range) on the Sighting chart below. The % values in this chart assume that the character attempting the sighting has a relatively clear Line of Sight to the target object (though of course he may not be looking in that direction). GMs should use their discretion in awarding appropriate bonuses or penalties to these chances if the sighting character is operating from a particularly optimal vantage point, or if his Line of Sight is partially obscured by intervening terrain, cover, or other objects (e.g., it is far less likely that a character will notice an item among the cluttered shelves of a crowded warehouse than the same item in an otherwise empty corridor). Characters may also be awarded bonuses to sight ID chances if they are operating in familiar surroundings, or searching for an item/person known to be present in an area.

GMs should note that characters attempting to locate a person or object that has been deliberately camouflaged or hidden should make Spot Hidden rather than Sighting rolls. The Spot Hidden ability is described more fully in the Thieves Guild rules; base success chances of Spot Hidden are 10% for thieves and 5% for non-thieves per attempt.

Object Size	Detail Sought	> 2 miles	1/2-2 miles	901' - 1/2 mile	301-900'	151-300'	61-150'	16-60'	15' or less
Immense	General	40%	90%	A	A	A	A	A	A
	Specific	10%	50%	90%	A	A	A	A	A
	Detailed	0%	10%	50%	90%	A	A	A	A
Man-sized	General	0%	10%	30%	60%	90%	A	A	A
	Specific	N	0%	10%	30%	50%	80%	100%	A
	Detailed	N	N	0%	5%	20%	50%	80%	100%
Moderate	General	N	0%	5%	20%	50%	80%	100%	A
	Specific	N	N	0%	10%	30%	50%	80%	100%
	Detailed	N	N	N	0%	10%	30%	50%	75%
Tiny	General	N	N	0%	5%	20%	50%	80%	110%
	Specific	N	N	N	0%	10%	30%	60%	90%
	Detailed	N	N	N	N	0%	10%	30%	60%

2) NIGHT SIGHT

Night vision abilities define a character's chances of identifying the presence of objects or creatures under reduced light conditions (moonlight, firelight, etc.). A number of the character races in the **Fantasy System** possess "hypervision", an almost catlike capability to convert any available light in an area to effective use. Hypervision allows its owner to function reasonably well in any conditions short of absolute darkness. Player-character races normally possessing hypervision are elves, dwarves, kobolds, orcs, Uruk-Hai, goblins, and avanthari. Characters without hypervision, on the other hand, operate at a greatly reduced effectiveness at night. Night Sight identifications are restricted to a very General level of detail (largely limited to the ability to discern movement or the presence of shapes). Base ID chances are as follows:

NIGHT SIGHT ID CHANCES

Sight Class	Size Class	Distance 60-150'	16-60'	<16'
w/ Hypervision	Man-Sized	35%	80%	100%
	Moderate	20%	55%	85%
	Tiny	10%	25%	50%
w/o Hypervision	Man-Sized	10%	30%	60%
	Moderate	5%	15%	40%
	Tiny	Never	5%	20%

3) HEARING

Hearing ability rolls answer two basic questions: "Do I (the character) hear anything unusual?" and "Can I correctly identify the sounds that I hear?" A character's effectiveness in accomplishing these objectives is dependent on three primary factors:

A) Distance of the listener from the sound's origin;
B) The volume of sound generated; and
C) The presence (or absence) of competing sounds or other inhibiting factors.

To calculate a character's base % chances of making a Hearing ID roll in a given situation, each of these factors is assigned a numerical value, based on guidelines described below; the three values are then added together, and the sum crossreferenced against the appropriate row of the Chance table below. Some sample factor values are provided in the chart below; GMs should select the classifications that most closely correspond to the current encounter situation he is handling, interpolating between categories as needed. (GM's Note: More than one Other Factors result may be applicable to a given situation.)

Any racial, inborn, training or experience bonuses/penalties a character possesses are applied to the Chance table result, and the Ability Roll is made. (Ex., Ellendir the elf is on watch at his party's campsite when the party is approached by a small pack of wolves. The GM attempts to calculate Ellendir's chances of hearing the wolves at a distance of 150 feet. The Distance value is 6, as is the Volume value (footfalls in wilderness). Open air itself adds Ø to this total, but the GM must decide if Ellendir should receive any penalties for talking with his fellow guard (Conversation) or for competing noises in the area (Rustling Branches). If not, the total Factor Value is 12; consulting the Hearing chart, a 12 gives Ellendir a base success chance of 10%. Ellendir has racial and training (Sentinel) bonuses totalling +15%, his actual success chance is 25%.)

HEARING SUCCESS CHANCES

Total Point Value	BASE ID CHANCE
<-2	120%
-2-0	90%
1-2	70%
3-4	50%
5-7	30%
8-10	20%
11-14	10%
15-17	0%
18-20	-10%
21-24	-20%
25+	Never

Characters who are successful in overhearing and identifying voices may attempt to make a second Hearing roll (at 1/2 the success chance) to "comprehend" the content of their words (provided, of course, that the character understands the language being spoken). GMs may elect to reward a barely missed comprehension roll by providing the character with some portion of the overall message; conversely, they may penalize a badly missed comprehension roll by providing a distorted or completely inaccurate translation.

If a character's total hearing adjustments (see Sensory Modifiers below) equal -30% or more, a character will encounter occasional difficulty in hearing or understanding normal conversation; at -60% or more, s/he will be virtually deaf without magical aid. Conversely, characters with adjusted abilities of +50% or more will find extremely loud noises to be physically painful, and will tend to "shush" others even at normal speaking levels.

4) SMELL

Player-characters and NPCs have a 15% base chance of observing and identifying nearby smells and odors. Sensory modifiers (see below) may add to this

Distance away from Sound	Point Value Assigned	Volume of Sound	Point Value Assigned	Other Stimuli	Point Value Assigned
10' or less	-3	Explosion	-7	Competing Conversation (including own party)	3
11 - 30'	0	Scream/Shout	-5		
30 - 60'	3	Rushing water/Machinery	-1	Rusting Branches/Creaky Bldg.	2
61 - 150'	6	Loud Voices	0	Listening at Door	2
151 - 300'	10	Normal Conversation	3	"Listener" Asleep	5
301 - 900'	14	Footfalls (Indoors)	5	Listening through Wall	6
>900'	18	Footfalls (Wilderness)	6	Milling Crowds	7
		Whisper	9	Open Air (Town/Wilderness)	0
				Enclosed Area (Building/Dungeon)	2

base. GMs should also adjust observation chances as necessary to reflect the nearness and intensity of the odors involved (the odor of ten wolves, for example, would be much more pronounced and easier to detect than the aroma of one). In outdoor encounters, however, the largest single factor influencing Smell ID chances is the wind direction in the encounter area, and the relative positions of the character and the producer of the odor. Wind direction may be established by rolling D10 and consulting the chart below:

1) North
2) Northeast
3) East
4) Southeast
5) South
6) Southwest
7) West
8) Northwest
9-10) Winds too light to carry a scent in any direction

A character directly downwind of a smell's source receives a 50% bonus to his ID chances; those within 45° either side of prevailing winds receive a 25% bonus. Conversely, characters directly upwind of an odor suffer a 30% penalty to smell sensing (-15% within 45° of the upwind direction). There is a 25% chance per half hour that the winds in an area will shift 45° in either direction (roll D6: 1-3 clockwise, 4-6 counterclockwise).

GMs should award characters with powerful senses of smell (i.e., 30% or more above normal) opportunities to make ability rolls to detect the presence of dangerous odors (poisonous gas, smoke, etc.) in sufficient time to take appropriate defensive action. However, such characters may also be required to make saving rolls against STM when assaulted by particularly noxious odors (decomposing flesh of undead, sulfurous stench, etc.), in order to retain normal functioning ability.

5) TASTE — Characters have a base 15% chance of identifying an edible or liquid substance through taste analysis. A character receives a 20% bonus when testing a previously tasted substance (this bonus may be increased as high as 60% for extremely common substances like beer or wine). Chances of successful taste analysis will deteriorate rapidly if a character attempts to sample several different substances in a single sitting (indeed, if these substances happen to be alcoholic, just about all of a character's requisites may deteriorate rapidly).

Modifiers to Sensory Abilities

A character's base sensory ID chances may be positively or negatively adjusted by any of four factors:

1) **Racial Modifiers** — Each character must make D100 rolls on the appropriate rows of the tables below, to determine they receive any racial bonuses or penalties to sensory chances.
2) **Inborn Abilities** — Results 141-390 on the **Inborn Abilities** table provide adjustments to sensory skills.
3) **Training Modifiers** — Certain non-weapon training skills, listed below, provide adjustments to sensory abilities, as indicated in the Training Effects chart:
   Daytime Sight - None
   Night Sight - Sentinel
   Hearing - Mining, Music, Rogue, Sentinel
   Smell - Clothmaking, Perfumery, Tanning
   Taste - Brewery, Cooking
4) **Experience Modifiers** — Characters who become Thieves receive an automatic +10% bonus to hearing abilities at 1st level, and receive additional +5% bonuses when they attain 4th, 7th, 10th, and 13th experience levels. Warriors receive similar 5% bonuses to Hearing skills at 6th and 11th levels.

Players should calculate the overall modifiers that their characters possess, and insert these values in the appropriate place on their character sheet. These adjustments should be applied by the player/GM to all sensory ability rolls made by the character.

RACIAL ADJUSTMENTS TO SENSORY ID CHANCES

SIGHT

Race	-20%	-10%	0%	+10%	+20%	+30%
Human, Uruk	01-09	10-18	19-78	79-89	90-97	98-00
Hobbit, Orc	01-06	07-13	14-85	86-94	95-98	99-00
Elf	01-03	04-08	09-25	26-80	81-95	96-00
Centaur	01-02	03-06	07-18	19-30	31-90	91-00
Dwarf	01-10	11-35	36-85	86-93	94-99	00
Krindorean	01-15	16-55	56-88	89-96	97-99	00
Kobold, Goblin	01-50	51-80	81-94	95-98	99-00	
Pixie	01-60	61-85	86-95	96-00		
Avanthar	01	02-04	05-10	11-17	18-35	36-00

HEARING

Race	-30%	-10%	0%	+10%	+20%	+30%
Human	01-08	09-25	26-72	73-90	91-96	97-00
Elf, Avanthar	01-05	06-20	21-78	79-92	93-98	99-00
Dwarf, Goblin	01-06	09-18	19-76	77-90	91-97	98-00
Orc	01-09	10-28	29-87	88-95	96-99	00
Pixie, Uruk	01-05	06-15	16-83	84-92	93-98	99-00
Hobbit	01-04	05-12	13-30	31-80	81-95	96-00
Centaur	01-05	06-15	16-40	41-83	84-96	97-00
Kobold	01-03	04-10	11-25	26-45	46-88	89-00
Krindorean	01-10	11-30	31-85	86-94	95-99	00

SMELL

Race	-10%	0%	+10%	+25%
Human, Dwarf	01-15	16-83	84-93	94-00
Elf, Avanthar	01-08	09-85	86-96	97-00
Orc, Uruk	01-12	13-88	89-97	98-00
Centaur, Goblin	01-07	08-55	56-90	91-00
Hobbit, Krindorean	01-05	06-40	41-88	89-00
Pixie, Kobold	01-03	04-25	26-65	66-00

TASTE

Race	-10%	9%	+10%	+25%
Human, Krindorean	01-08	09-88	89-96	97-00
Elf, Avanthar	01-04	05-92	93-98	99-00
Centaur, Goblin	01-06	07-90	91-97	98-00
Hobbit, Pixie	01-02	03-45	46-90	91-00
Orc, Uruk	01-30	31-90	91-98	99-00
Dwarf, Kobold	01-50	51-96	97-99	00

Outfitting the Player Character

The Store of Many Bargains

In fantasy as in the real world, man cannot survive by skills alone — he must have food, shelter, and the basic tools of the adventurer's trade (weapons, equipment like lanterns and rope, etc.). Consequently, before players send their fledgling thieves, warriors, and mages off to seek fame and fortune, they will want to outfit them with basic supplies, by spending some or all of the funds in their initial purse (as determined from the **Family Background** table).

The accompanying tables (referred to, collectively, as the Store) indicate approximate costs for a variety of items that might be considered essential or useful to an adventuring party. For ease of presentation, these items have been broken down into seven basic categories — Weapons, Armor, Equipment, Clothing, Food, Mounts and Transportation, and Magical Items. Each category is discussed briefly below. Costs are expressed in terms of either gold pieces (GP), silver pieces (SP), or copper pieces (CP), based on an exchange rate of 1 GP = 10 SP, and 1 SP = 10 CP. For reference purposes, 1 GP is considered to represent the equivalent of about 5 current US dollars. Items noted with an asterisk (*) are scarce in most parts of the world; GMs may at their discretion increase the prices of such items to reflect this scarcity, or declare them to be completely unavailable in certain areas of the world.

Weapons — Most characters will have to purchase the weapons they wish to use during combat. There are two exceptions to this general rule: 1) a character who is a member of the Nobility (Social Class E — Royalty, Nobility, or Aristocracy) may select any one weapon in which he has taken training as a legacy from his family; 2) alternatively, a character who has attained Apprentice or higher level of skill in a training field that involves weapon-making (Blacksmithry, Bowry, Carpentry or Netting) may make **one** weapon of that type for his personal use (if the character has **only** attained Apprentice level competence, there is a 25% chance that such a weapon will be improperly balanced, giving a penalty of 1 to normal HACØ).

Store prices represent the cost of a standard, unornamented, non-enchanted weapon of the indicated type. Ornamentation (in the form of jewels, carvings, runes, etc.) can add significantly to these base prices (GMs should also note that most highly ornamented will be designed for show rather than use, and may suffer penalties to HACØ of up to -3). Costs of a superiorly crafted weapon (HACØ bonus of +1 or +1 to damage) range from 10 (in a metal-rich region) to 25 or 50 (in a metal-poor region) times base prices; HACØ +2 or +2 damage weapons increase the above prices by an additional order of magnitude (100-500x base prices). The costs of enchanting a weapon so that it is capable of having spells imbedded in it are discussed under Magical Items.

Armor — In purchasing armor, characters may buy either complete sets of body armor ("suit") or simple torso protection ("shirt"). Helms and other headgear are sold separately. A character may (because of preference or financial constraints) wind up wearing different kinds of armor on various parts of his body. In such cases, the character's overall armor class (AC) is considered to be equal to 1/2(AC of torso) + 1/2(AC of other body areas). Thus a character with a chain shirt and nothing else would have an AC of 3 [(1/2 x 6) + (1/2 x 0)]. Effects of armor on CDN or REF are similarly recalculated, rounding all fractions up. When a character wearing mixed armor is hit during melee, a D6 is rolled high-low to determine whether the more or less armored portion of his body has been struck; the normal absorption for that armor type is then subtracted from damage done.

If a character is not wearing the appropriate helm for his armor type, 1 is subtracted from his AC. "Appropriate helms" are defined as follows: Quilted cloth — none needed; Soft leather — any helm; Hard leather — leather helm or above; Chain — Norman helm or above; Scale — Roman helm; Plate — Great helm.

Damaged armor (i.e., armor which has used up some of its absorptive capacity blocking hits from successful blows) can be repaired to full strength by any sufficiently trained Armorer (including player-characters who have taken this skill). Repair costs (per hit repaired) are: Quilted — 3 CP; Soft leather — 3 SP; Hard leather — 5 SP; Chainmail — 1 GP; Scale — 15 SP; Plate — 2 GP.

Effects of shields are described in the combat rules sections of **Thieves Guild/Naked Sword**. Shields which absorb their full damage potential are considered to be rendered useless. Superior sets of armor (+1 AC) are assumed cost 15-30x normal prices; +2 AC sets cost 200-500x normal costs.

Equipment — Each character will need to acquire a certain amount of basic everyday equipment for his/her personal use, such as utensils and cooking gear, a canteen, a reliable source of light for emergencies/nighttime, blankets or other sleeping gear, and a backpack, sack, or other means of conveying ones' belongings and treasures about. Other equipment items (e.g., first aid supplies, ropes) that are usually used for a party's communal benefit may be purchased by individual characters, or may be bought from a group kitty to which each party member contributes a set amount or percentage of his funds.

Two of the equipment categories on the store list are worthy of special note:

1) Poisons — All poisonous substances are assigned two ratings — a numerical Potency Rating from 1 to 36, and a letter rating indicating whether the substance is an ingestible (I) poison, contact/weapon (W) poison, or both (B). The Potency Rating indicates the number of points of damage that the victim sustains to his STM by consuming one dose of a poison (STM save to reduce this damage by 1/2; if STM falls to Ø or less, dose is fatal). Store prices represent the cost of one full dose of a substance. More detailed information on poisons and soporifics is provided in the **Thieves Guild** rules.

2) Sleeping Gear — Under normal weather conditions, the type of shelter (tent, sleeping bag, blanket, etc.) a character possesses is a largely irrelevant matter of personal preference regarding the necessity of creature comforts. In more precipitous traveling/climatic conditions, however (storms, winter, high altitudes), such protection can be essential to a character's continued health. GMs should use their own discretion in determining the chances that a character will become ill from exposure in such conditions; some comments on the general nature and effects of physical illnesses in a medieval (yet magical) universe are presented in the Paths of Sorcery rules, under the section on healing.

Clothing — Each character is assumed to start his career with one full set of clothing consistent with his or her background. Thus a nobleman's son might have garments of satin or velvet, good quality boots, and a fur-edged cloak, while a member of the rabble would more likely possess a pair of ragged rough woven breeches, sandals and a shirt. Additional clothing can be purchased, including clothing designed especially for unusual climates (desert gear, parkas, mountaineering boots, etc.). If a character possesses Journeyman or higher skill in the field of Clothmaking, he may make clothing for himself and/or other party members by simply purchasing bolts of cloth and taking the time out from active campaigning to ply his skills. GMs should remember that the nature of a character's appearance may often influence the reaction rolls of NPCs, particularly in regard to thiefly attempts at disguise.

Foodstuffs — It is essential (particularly for hobbits) that characters take the time to eat periodically during their travels to maintain their strength and personal well-being. In towns or cities, meals can be easily obtained at a variety of price ranges (and qualities) from inns, taverns, or street vendors, and fresh foods for one's own preparation can usually be found at the local greengrocer, farmer's market, or fisherman's wharf. Parties venturing onto the King's highways or through the open wilderness, however, will usually find it prudent to carry their own rations. Although pre-packaged travelers' and dungeon ("iron") rations are available, they are primarily designed for emergency situations, since they tend to taste equally bad with the wax wrapping on or off. In calculating consumption rates for other supplies, it is assumed that each human sized character will consume 2-3 pounds of food per day. Purchased supplies can be supplemented in the wilderness by filching vegetables from farmers' fields, hunting, fishing or trapping, or foraging for edible plant life. GMs should note, however, that freshly slaughtered meat must be salted down or it will spoil quickly (usually within 48 hours).

Mounts and Transportation — Parties of player characters may wish to speed their rate of movement by purchasing mounts, wagons, or small boats. Costs of various types of riding/draft animals represent an average specimen of the class indicated; prices can vary greatly from this norm depending on the quality of a particular animal's basic attributes, its current physical condition, or the level of training (breaking) it has previously been given. Costs of boats include the price of necessary adjuncts such as paddles/oars.

Magical Items — Methodologies for costing out the price of magic items are provided in Paths of Sorcery. The listing presented here includes a very small smattering of such items, to give GMs a relative idea of their value and availability. Many items are priced on a sliding scale, depending on the intensity of the effect sought or the number of uses provided (with permanently charged items being substantially more expensive. Although all magic items on the store list are identified as scarce, the prices indicated are based on conditions in the Haven (Ten Cities) region of Sawreven, an area where knowledge of magic is relatively mature; costs of such items will escalate (sometimes to prohibitive height) in areas where the availability of arcane lore is limited or its practitioners are politically persecuted.

Afterword

Now that you've completed designing and outfitting your new character, it's time to move on to the particular **Fantasy System** rule book that outlines the special skills and abilities of the character class you've selected to become.

If the life of a daring brigand or burglar is what you prefer, it's off to join the **Thieves' Guild.** There you'll learn how to measure your abilities in a variety of skill areas, from **Lockpicking** and **Hiding in Cover** to more complicated operations like trailing or disguise, and find rules for handling almost any criminal encounter from start to finish.

For those who prefer wide open action and the roar of battle, there's the law of the **Naked Sword,** jam-packed with detailed rules on combat mechanics and tactics (for both individual and mass engagements), descriptions of specialized fighting skills like brawling and mounted combat, and a host of specialized warrior classes (like Berserkers, Champions, etc.) that player-characters may opt to enter — if they're good enough!

Finally, those players whose interests lie in matters arcane will want to follow the **Paths of Sorcery** — where you'll learn how to obtain and gain expertise in magical skills, the limits of a character's physical control over the forces cosmic (and how to expand them), and the methods by which magical items like scrolls, potions, or other artifacts are constructed.

No matter which road you have chosen, we at Gamelords wish you the best of luck in your adventuring careers, and hope you'll return to these pages many times over the years to come — both to design additional characters, as the need or desire arises, and to decide how to spend the rewards of your hard-earned experience on new skills and equipment. Til then, we bid you a fond farewell — for there are kingdoms to be saved, treasures to be found, and fame and glory to be won — and you're just the man (or woman) to do it!

WEAPONS

Shortsword	25GP	Cudgel	1GP	Javelin (5') [5]	6GP
Rapier	60GP	Club [2]	2GP	Spear (8')	8GP
Broadsword	35GP	Club (brass bound)	5GP	Boarspear (8') [6]	12GP
Bastard sword	50GP	Club (iron bound)	8GP	Halberd (8')	40GP
Greatsword	75GP	Club (spiked) [3]	12GP	Cavalry lance (12')	15GP
Dagger	8GP	Quarterstaff [4]	2GP	Pike (15')	15GP
Stiletto	7GP	Quarterstaff (iron shod)	10GP	Sling	2GP
Poinard	10GP	Quarterstaff (silver shod)	20GP	Staff sling	4GP
Main gauche	15GP	Mace	20GP	Short bow	30GP
Throwing knife	8GP	Mace (spiked head) [3]	40GP	Horse bow	35GP
Hand axe	8GP	Great mace	50GP	Longbow	40GP
Battleaxe (1 blade)	20GP	Morningstar [3]	45GP	Composite bow	100GP
Battleaxe (2 blade) [1]	35GP	Maul (short hammer)	20GP	Light crossbow	50GP
Greataxe	40GP	Warhammer	25GP	Heavy crossbow	75GP
Throwing axe (francisca)	15GP	Great hammer	50GP	Arbalist (extraheavy)	125GP
Whip (12')	18GP	Throwing hammer	20GP	Net	8GP
Bolo	5GP	Blowgun (per foot)	1GP	Trident (6')	18GP

AMMUNITION AND WEAPONS ACCESSORIES

Arrow (steel head)	3SP	Blowgun darts (bag of 50)	3GP	Crossbow winch (arbalist)	25GP
Arrow (silver head) [7]	25SP	Bow case (wooden)	8GP	Swordbelt	2GP
Arrow (fire) [7]	1GP	Bow case (leather)	2GP	Scabbard (leather)	2GP
Arrow (firebomb) [8]	8GP	Quiver (holds 40 arrows)	25SP	Scabbard (metal)	20GP
Bolt, crossbow (wooden)	1SP	Bowstring	15SP	Shoulder belt	2GP
Quarrel, crossbow (steel)	2GP	Belt case (holds 30 quarrels)	5GP	Knife belt (holds 8 knives)	2GP
Quarrel (silvertip) [7]	10GP	Crossbow string (light)	25SP	Sheath (leather)	1GP
Sling stones (pouch of 10)	1GP	Crossbow string (heavy+)	5GP	Sheath (metal)	5GP
Throwing dart (9")	1GP	Crossbow winch (heavy)	15GP	Whetstone	8SP

Notes: [1] If first swing misses, return swing allowed in same mr (penalty of 4 to HAC0). [2] If not metal-bound, 25% chance of breakage on successful blow. [3] Spikes add 1D3 to normal damage. [4] If not metal-shod, 10% chance of breakage on successful blow. [5] Throwing weapon only, cannot be used for thrusting. [6] Has crosspiece 3' down from head to prevent advance of target. [7] Missiles do normal damage, but may be necessary to affect certain types of creatures. [8] On a hit (penalty of 6 to HAC0), bomb does 1D8 damage on 1st mr, 2D8 on 2nd.

MOUNTS AND TRANSPORTATION

Light riding horse	50GP	Tack (bridle, feed bag, etc.)	10GP	Pony cart (4 spaces [*])	80GP
Medium riding horse	90GP	Saddle	25GP	Samll cart (8 sp)	120GP
Light draft horse	80GP	Pack saddle	10GP	Freight wagon (16 sp)	200GP
Heavy draft horse	150GP	Saddlebags	15GP	Freight wagon (24 sp)	300GP
Warhorse	350GP	Boarding (per week) normal	5GP	Canoe (8 sp)	60GP
Pack mule	60GP	good	10GP	Rowboat (12 sp)	100GP
Ox	125GP	quality	15GP	1-man boat (coracle — 2 sp)	25GP

Notes: Prices given are for average quality, unbroken animals; subtract 50% for poor quality — add 100% for good quality, 200% for excellent, and 400% for superb. Training may be arranged — normal costs are: breaking to saddle (1wk), 35GP; basic training (1mo), 100GP; good training (6mo); combat training (2yr), 2,500GP. Costs do not include boarding. [*] Transportation volume is measured in spaces; a human-sized figure requires 2 spaces.

CLOTHING

Pants, shirt, vest		Boots, work	4GP	Gloves, woolen			2GP
normal quality	2GP	soft leather	5GP	leather			6GP
good quality	6GP	mountaineering	8GP	fur-lined			8GP
Winter wear (coat, pants)	5GP	war	15GP	velvet			25GP
Desert wear (light layers)	10GP	Cloak, woolen	10GP	Bolts of cloth (1yd wide, 20yds/bolt)			
Sandals	1GP	fur-lined	75GP	Woolen	6GP	Brocade	125GP
Shoes, cloth	2GP	velvet	100GP	Cotton	20GP	Velvet	200GP
soft leather	35SP	velvet & fur	200GP	Satin	60GP	Silk	350GP

FOODSTUFFS

Flour	(20lb sack)	25SP	Bacon, sidemeat	(20lb side)	8GP	Honey	(1pt)	4GP
Onions	(20lb sack)	1GP	Meat, salted	(25lb)	6GP	Garlic	(1 clove, 12-20 buds)	1GP
Dried beans	(10lb sack)	1GP	Fish, salted	(10lb)	3GP	Brandy	(1qt)	50GP
Lentils	(10lb sack)	1GP	Cheese	(30lb wheel)	10GP	Whiskey	(1qt)	75GP
Bread, dark	(1lb loaf)	12CP	Hardtack	(10lb)	1GP	Wine, lower quality	(1qt)	1GP
white	(1lb loaf)	2SP	Herbs, dried	(1lb)	20GP	Tea	(makes 40 cups)	20GP
Vegetables, dried	(25lb sack)	10GP	Pepper	(1oz)	75GP	Coffee	(makes 20 cups)	25GP
Fruits, dried	(10lb sack)	10GP	Salt, ground rock	(1oz)	3GP	Lime juice	(1qt)	10GP
Sausage, smoked	(10lb)	2GP	Sugar, brown	(1oz)	6GP	Iron rations	(waxed— 1 meal)	1GP
Ham, smoked	(15lb)	8GP	white	(1oz)	10GP	Traveller's rations	(1 meal)	7SP

ARMOR AND ACCESSORIES

Body Armor	
Quilted cloth (Q)	
Suit	5GP
Shirt	3GP
Accessories [†]	3GP
Soft leather (Ls)	
Suit	60GP
Shirt	25GP
Skirt	15GP
Skirt, studded	20GP
Accessories [†]	25GP
Hard leather (cuirboilli — Lh)	
Suit	150GP
Shirt	75GP
Skirt	50GP
Skirt, studded	55GP
Accessories [†]	65GP
Chain (link mail — C)	
Suit	500GP
Shirt	200GP
Pants	250GP
Accessories [†]	100GP

Body armor, cont.	
Scale (small plates on leather — S)	
Suit	500GP
Shirt	300GP
Pants	250GP
Accessories [†]	150GP
Plate (fitted metal sheeting — P)	
Suit	1,000GP
Shirt (cuirass)	500GP
Legs	350GP
Accessories [†]	150GP
Helms and Head Gear	
Quilted coif (liner)	2GP
Chain coif (liner)	25GP
Leather (top of head)	7GP
Norman (top of head)	10GP
Roman (cheekpieces)	40GP
Great helm (full face)	150GP
Shield Addenda	
Binding (metallic rim)	additional 0.8 x initial shield cost
Strapping (metallic belts across)	additional 1.5 x initial shield cost
Bossing (metallic hub)	additional 0.6 x initial shield cost

Shields	
Small shield (buckler)	
Wicker	15SP
Oaken	3GP
Leather	5GP
Steel	15GP
Large shield (round, heater)	
Wicker	25SP
Oaken	5GP
Leather	8GP
Steel	25GP
Ironwood	40GP
Kite shield (steel)	50GP
Tower shield (steel)	65GP
Field repair kits [§] for quilted, soft & hard leather, chain, scale, plate — 5GP plus outlined cost per point for expendable supplies.	

Notes: [†] Accessories consist of the smaller items necessary to complete a suit, such as camails, vambraces, pauldrons, gorgets, coifs, crotch guards, etc., of the given material. [§] Field repair kits allow a person trained in the appropriate skill to make quick repairs to armor. Each kit contains supplies and equipment to repair up to the ordered number of points of damage, items like: Patches(Q,Ls,Lh), Cording(Q,Ls,S), Awl(Q,Ls,Lh,S), Wax(Lh), Links(C), Pliers(C,S,P), Plates(S), Steel(P), Solder(P), Hot iron(P), Brazier(Lh,C,P); all items are considered expended in repair, and appropriate time must be spent in repairing. Refills are available at normal point cost.

EQUIPMENT

Mallet (workman's hammer) [1]		2GP
Belt knife [1]		3GP
Hatchet [1]		10GP
Woodsman's axe [1]		12GP
Stakes, wood	(1dz)	1SP
Spikes, iron	(1dz)	2GP
Marbles, clay	(bag of 50)	8SP
glass	(bag of 20)	5GP
Caltrops, small	(bag of 30)	3GP
large	(bag of 10)	5GP
Salve [2]	(5 applications)	50GP
Opium	(5 medicinal uses)	150GP
Bandages	(20 wounds)	4SP
Splints	(10 limbs)	5SP
Needles	(packet of 10)	1GP
Thread (spool, 100yd)		2GP
Hemlock (PR20) [3]	(1oz)	250GP
Snake venom (PR12) [3]	(1oz)	150GP
Belladonna (PR16) [3]	(bunch)	10GP
Torch (burns 2hr)		1CP
Candle (burns 1hr)		3CP
(burns 8hr)		2SP
Oil, fuel	(8oz)	2GP
Paraffin	(5lb)	15SP
Beeswax	(1lb)	2GP

Lantern, candle		8GP
oil (1/2hr per oz)		12GP
Belt, leather w/buckle		2GP
Canteen (1qt cap)		5GP
Backpack, canvas (25lb cap)		3GP
leather (60lb cap)		8GP
Sack, small (10lb cap)		5SP
medium (40lb cap)		1GP
large (100lb cap)		2GP
Belt pouch (3lb cap)		1GP
Money belt (1,000 coin cap)		3GP
Mirror, steel		5GP
silver		15GP
Rope, hempen [4]	(per foot)	2CP
elven [4]	(per foot)	1SP
silken [4]	(per foot)	5SP
Chain	(per foot)	2SP
Grappling hook (grapnel)		8GP
Fire starting kit		1GP
Liquid skin (2qt cap)		1GP
(2gal cap)		2GP
Tarpaulin, canvas	(25sq')	7GP
Puptent (2 person cap)		10GP
Tent	(per person)	20GP
Pavillion (14 spaces)		250GP

Cot, folding		20GP
Blanket, wool		3GP
Sleeping bag, wool		12GP
fur-lined		40GP
Campstove		15GP
Rack and spit		6GP
Fire grill (iron lattice)		6GP
Kettle, copper (3qt cap)		5GP
Pot, iron (2gal cap)		4GP
Set of utensils		2GP
Carving knives [1]		15GP
Cleaver [1]		7GP
Vial, glass (1oz cap)		2GP
Bottle, glass (8oz cap)		4GP
glass (32oz cap)		4GP
leather/wax (6oz cap)		6SP
leather/wax (32oz cap)		1GP
Flagon, metal (32oz cap)		15SP
Corks (assorted sizes)	(20pc)	3SP
Coffer [5] (1.5cu' cap)		4GP
(3.0cu' cap)		8GP
Chest [5] (16.0cu' cap)		20GP
Scroll case, leather (2 cap)		4SP
Scroll rack (12 cap)		5GP
Musical instruments [6]		**GP

Notes: [1] Not designed for use as weapon; if so used, subject to penalty of 4 to normal HAC0 for type. [2] Application relieves 1D4 points of damage from burns or insect bites (mosquitos, etc.). [3] Poisons and venoms, and their effects, are discussed fully in Thieves' Guild. [4] Breakage chances for rope types: hempen — 3% per use, cumulative (10th use = 30%); elven — 1%, cumulative; silken, 1% on any given use. [5] Apply additional costs (GM's discretion) for locks, traps, binding, etc. [6] GM's discretion, depending on type and quality desired.

MAGICAL ITEMS

Healing potions (max, 5D4)	per 1D4 power	100GP
Spider paws(felt climbing gloves/boots)	set	2,000GP
Detection scroll (of one type only: magic, metals, enemies, etc.)	per scroll	100GP
Sleep scroll	(base affects 20HTK)	300GP
	(plus per 20HTK increment)	100GP

Enchant a weapon (can accept 1 spell [not included])		
metal		5,000GP
wood		200GP
Light stick	base cost)	300GP
	(plus per 12hr charge)	25GP
Light stick (permanent)		1,200GP

Player-Characters

should be more than numbers...

For gamers tired of playing characters whose most notable personality trait is a series of randomly generated numbers, or levels of experience gained in the course of dungeon-crawling and monster-hacking, Gamelords presents the detailed character creation process of ***The Fantasy System***™, **Basic Character Creation**. Designed for the gamer who is interested in the more creative aspects of role-playing, problem solving, exploring the personality of his character, and interaction with the rest of the group, rather than simply tossing spells, slaying monsters, and collecting treasure, **Basic Character Creation** provides a new depth of enjoyment to the creation of one of the most important elements of a role-playing game — the player character.

Players are offered a good deal of decision-making flexibility in designing their character's abilities, personality and past heritage, as well as ways of improving skills as the character advances. Besides a wider range of basic characteristics, **Basic Character Creation** also includes:

- A wide variety of races for player characters;
- Family background and social status;
- 60 possible non-weapons training fields that offer potential bonuses to character skills and abilities;
- An armory of weapons to select from;
- Inborn Characteristics that add advantages — or disadvantages —to a character's abilities.

Basic Character Creation is designed to be used with one of the major rules books of the ***The Fantasy System***™ — **Thieves' Guild**™, **Naked Sword**, or **Paths of Sorcery**, and is included in the boxed edition of each one. So whether you want to be a hobbit, elf, centaur, orc, or even human — **Basic Character Creation** will help you build such richness of personal detail and interesting possibilities in your characters that they'll never be the same collection of random numbers to you again!

Gamelords, Ltd.

2900 18616 Grosbeak Terrace, Gaithersburg, MD 20879